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INDEPENDENT SUPER NINTENDO MAGAZINE

SUPER PLAY

ISSUE 11

SEPTEMBER 1993

MARIO MAGIC!

Super Mario Collection
Yoshi's Road Hunting
Mario Is Missing
Yoshi's Cookie
All the hot new Mario games reviewed!

OVER 308 GAMES INSIDE!

STREET FIGHTER II TURBO VS MORTAL KOMBAT
Head to head with the Summer's biggest beat-'em-ups!

NINTENDO SECRETS!
It's stunning revelations ahoy in our great Nintendo interview!

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Super Play

Issue 11 September 1993

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Future PUBLISHING

SUPER PLAY EDITORIAL

FROM THE BIG CHAIR

Our full contents listing starts just over the page

MARIO MANIA!

The world's favourite plumber is back!

What a great month, eh? Not only does this issue contain a full review of the brilliant *Street Fighter II Turbo*, we've also got absolutely *loads* on the new Mario games – a giant review of the fabulous *Super Mario Collection*, plus reviews of *Yoshi's Road Hunting, Mario Is Missing* and *Yoshi's Cookie*, and a preview of *Mario & Wario*. It seems like this Summer Nintendo have rediscovered the treasure trove of great game ideas that is Mario, and are exploiting it for all it's worth. More power to them, we say.

We've some sad news this issue too. Jason Brookes is leaving us (sob) to join the launch of Future's newest title, a high-end games mag called *Edge*. We're all going to miss Jason (sniff) – it'd be impossible to underestimate how important he's been in making *Super Play* the market-leading title it is today – but fans of the Gamefreak should have little to worry about. Jase will continue to review games, contribute news and write his regular columns for us – you'll hardly notice he's gone (hurrah!).

Jason's replacement is Zy Nicholson, a writer and gamefan. I'm sure you'll join me in welcoming him aboard for this, one of the most exciting issues of *Super Play* yet. The best is yet to come.

Oh, one last thing. Future have just bought two new mags – the Nintendo title *Game Zone* and its sister magazine, *Sega Zone*. The style of the magazines will remain broadly similar, but expect some tweaking over the months to come.

Matt Bielby

Editor

INDEPENDENT SUPER NINTENDO MAGAZINE
SUPER PLAY

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Even *Mario* games are like buses – you wait for years, and then three turn up all at once – with more to come! The reviews start on page 28

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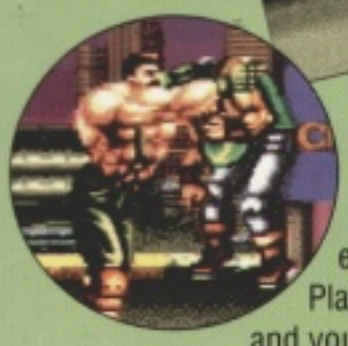

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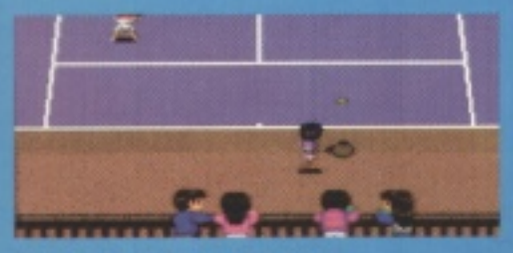

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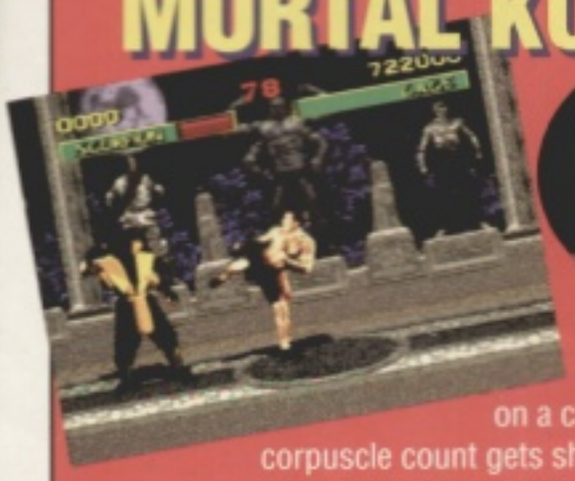

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A Bee Team Production

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SUPER EXP

This month in Super Express: Latest speculation on the Nintendo CD; an in-depth look at the new Japanese football games; news on this year's Future Entertainment Show; our regular columns on RPGs and life in Japan; some groovy T-shirts to win; and (of course) a plethora of new games.

CLAWS! The game of the film is almost here!

JURASSIC PARK

Ocean's biggest game of the year – based, of course, on what has become quite simply *the* film of the year – hasn't been seen much in *Super Play* so far. You may have been wondering why. In fact, the reason is disappointingly simple – though Ocean *did* display the game at the recent Chicago CES, nobody was particularly happy with the version shown there, particularly with the graphics. Hence they've since been done again – these screenshots are of the 'new-look' game. The structure remains the same, however. Playing the Sam Neill character, you have to walk around the dino-saturated Jurassic Park compound, tackling various tasks and fighting off assorted free-range prehistoric critters (a choice of guns is available), the perspective changing from forced-perspective top-view to almost

Bet you haven't seen this before! The movie was great, but what of the game?

Jurassic Park's graphics have recently undergone a major rethink, though the two styles of game (isometric and 'true' 3D) remain.

Dungeon Master-like first person perspective when you enter the buildings. Though much of the game has you trying to restore Jurassic Park's security systems, sub-plots involve guiding a pair of innocent children to safety and curing a sick Stegosaurus which is currently blocking your escape route. The game is actually released on the fifst of October, so we should have a review next issue.

SUPER PLAY PROFILES

This month: Mario!

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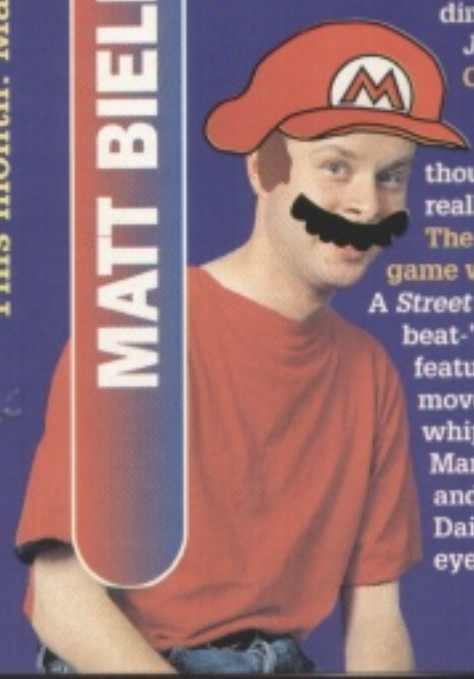
MATT BIELBY

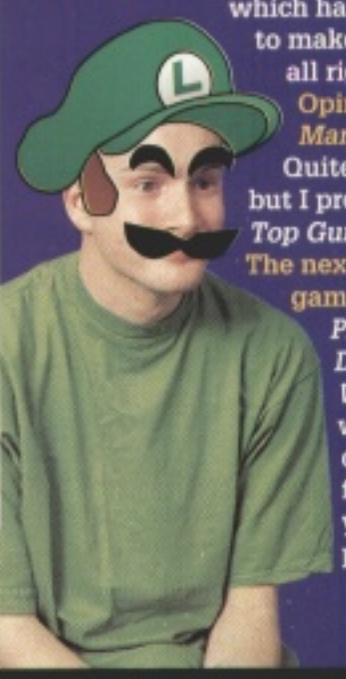


Mario character I identify most with: Mario
Because: He's just an ordinary bloke, and I like that in a guy
If I met Bowser I would: Run like hell! Sue's scary enough for me
Favourite sort of cookie: Ones with cinnamon in them
I think Yoshi: Isn't as good as the dinosaurs in *Jurassic Park*
Opinion of *Mario* movie: I actually thought it was really rather good
The next Mario game will be: A *Street Fighter II*-like beat-'em-up, featuring special moves like: Yoshi's whip-lash tongue, Mario's fireballs and Princess Daisy's gimpy eyelid fluttering.

SUE GRANT

Mario character I identify most with: Bowser
Because: Ask the rest of the team
If I met Bowser I would: Shake him warmly by the hand
Favourite sort of cookie: Custard creams
I think Yoshi: Looks stupid in those boots
Opinion of *Mario* movie: Sad
The next Mario game will be: Starring Bowser

JONATHAN DAVIES



Mario character I identify most with: Luigi
Because: He's the unsung hero, shying from the limelight Mario revels in
If I met Bowser I would: Run away
Favourite sort of cookie: Easter biscuits
I think Yoshi: Is a dinosaur, which has got to make him all right
Opinion of *Mario* movie: Quite good, but I preferred *Top Gun*
The next Mario game will be: *Princess Daisy's Workout*, where you can keep fit as you're playing it.

RESS

D NEWS NETWORK SUPER NINTENDO

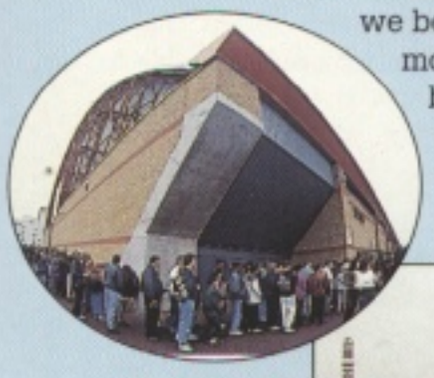
It's showtime!

The 1993 Future Entertainment Show

11-14 November, Olympia (London)

BIGGER AND BETTER THAN EVER BEFORE!

Last year's Future Entertainment Show, the largest event of its kind ever held in this country, was a roaring success – but this year's will be even better! For a start, it'll be much larger. Olympia provides about 35% more floor space than last year's venue, Earls Court, did, meaning not only will we be able to get more (and bigger!) stands in, there'll be extra space to move around in too.



The 1993 FES is advance ticket only, meaning Olympia (right) shouldn't see queues like Earls Court (above).

Many of the world's biggest software companies have already booked stands to display their new Christmas and Spring releases on, with most of the rest expected to sign up soon.

The number of other attractions is staggering too. For a start, the second National Computer Game Championships final will, once again, take place at this year's show – remember, our own Allan Brett won an incredible £10,000 last year! – while, for the first time, the *GamesMaster* TV show will be running events throughout the four days (combining the best bit of last year's rival *GamesMaster* event with the FES). Indeed, the actual *GamesMaster* TV show itself will be broadcast live from a purpose-built stand at the FES on the evening of Thursday 11 November – the first day of the event. This'll be the first time a TV show has been beamed live from any computer show, and also one of the first times Channel 4 has ever run a non-sporting outside broadcast. Radio One will be broadcasting live from the show too.

It all adds up to an event that you simply *must* attend. So how do you get tickets? Well, the big difference this year is that entry to FES will be by pre-booked tickets only – we won't be selling any at the door. Tickets are all one price – £6.95, while a family group (defined as any four people including at least one adult) ticket costs £24.95.

The Second Future Entertainment Show

To book yours now, call our ticket hotline on (051) 356 5085 – and remember, the FES was over-subscribed last year, so be quick!

For info on the National Computer Game Championship heats, to be held in Virgin Game Centres around the country, check out next issue!

DO IT ON THE BUS!

Or just about anywhere you like, for that matter...

Will this new portable Super NES *ever* get released?

Currently under development at Bandai's Tokyo headquarters is this – a portable Super Nintendo (see pics). It's the same size as a notebook PC, and folds closed in just the same way, with a 4" colour LCD screen. There's one built-in controller, which unclips for more comfortable playing, and it's compatible with all Super Famicom cartridges. (It's pictured here playing *Dragon Ball Z*, in fact.) Right, so when can you buy one? Er, Bandai aren't sure yet. As usual, it's the cost that's proving to be the problem. If they released the machine now it would cost hundreds and hundreds of pounds (or, rather, thosands and thousands of yen). And that wouldn't be much use. And if they leave it for a year or two they're likely to have missed the boat. So that's that, really.

Okay, we'll come clean – we're not sure why *this* portable SNES is a different colour...

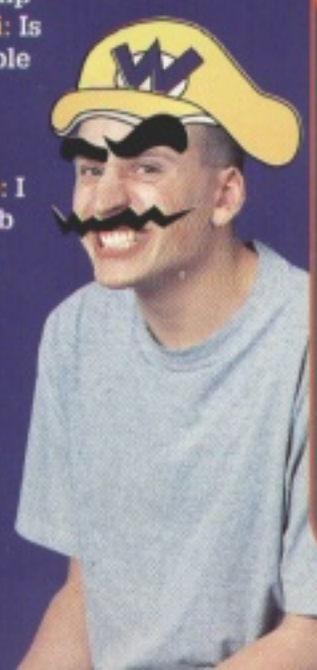
...to this one, but they both do exactly the same thing. The big question mark is whether they'll be able to sell it for a reasonable price.

ZY NICHOLSON

Mario character I identify most with: Koopa Troopa
Because: They've got such excellent hair cuts!
If I met Bowser I would: Do whatever he asked me
Favourite sort of cookie: Chocolate chip with extra chocolate chips covered in chocolate
I think Yoshi: Should switch sides and join Bowser
Opinion of *Mario* movie: I though it was a con that Luigi didn't have a moustache
The next Mario game will be: Excellent!

LISA NICHOLLS

Mario character I identify most with: Princess Daisy
Because: You made me dress up as her
If I met Bowser I would: Cuddle him and love him and give him a bowl of milk
Favourite sort of cookie: One's with white chocolate in, but I don't know what they're called
I think Yoshi: Wants a big hug
Opinion of *Mario* movie: A bit frightening
The next Mario game will be: *Mario Park* – all Yoshi's family get put in a theme park, but it all goes horribly wrong...



JEREMY BRIDGEMAN

Mario character I identify most with: Wario
Because: He's got appalling dress sense (just like me)
If I met Bowser I would: Knock him on his back, so he wouldn't be able to get back up again
Favourite sort of cookie: Chocolate chip
I think Yoshi: Is quite a lovable little chap, really
Opinion of *Mario* movie: I preferred Bob in *The Long Good Friday*
The next Mario game will be: *Mario: The Early Years*, about Mario and Luigi's exploits as plumbers.

NEW!

That profiles quiz was a bit crap, so this month we've replaced it with:

RECIPE OF THE MONTH

No1 Yoshi's Cookies

Beat 110g butter till soft, then beat in 50g caster sugar, followed by 175g sifted plain flour. Now add three drops of green food colouring. Mix together well to form a paste. Transfer onto a board dusted with caster sugar, roll out to 3mm thick and cut out Yoshi-type shapes(!). Place these on a greased baking sheet and cook for 30 mins at gas mark 2/300°F/150°C.

NEW TECH

BY MATT BIELBY

Nintendo CD: The full story

• Super Nintendo CD cancelled!
• All-new 32-bit machine for '95/'96!

After last month's shock report that Nintendo have shelved their Super Nintendo CD project completely, more news has come to light. The Super NES CD cancellation is confirmed and an all-new 32-bit machine for the mid-90s seems likely.

Following the news that Nintendo's 16-bit, Super Famicom/Super Nintendo-based CD-system – a machine whose specification we've been speculating on since *Super Play* was launched – has been cancelled, more on Nintendo's plans has surfaced. Bear in mind that these are *not* announcements, but informed speculation based on our investigations. Nintendo are unlikely to say anything more on the subject this year – officially, at least.

1 Nintendo cancelled their Super NES CD because they 'don't think current software is good enough to justify CD'.

Nintendo's official line seems to be that the sort of software being developed for CD – Sega's Mega CD being the obvious target – just isn't good enough to do the medium justice. Nintendo don't want something of similar, or even slightly better, quality than Sega CD to go out with their name on it – the fear is that if *they* did a crap CD system too, the public would get cynical about the whole concept of CD, and wouldn't respond to a really good CD system when it eventually *did* appear. In other words, Nintendo would rather wait, then come out with something *really* good.

2 Nintendo also cancelled it because the 16-bit, SNES-based CD was a nightmare to develop.

Though Nintendo aren't saying so, informed sources have it that the SNES CD development was not going well. We've brought you this story in dribs and drabs over the past year, but it's become clear that Nintendo's compromise CD system – a 32-bit CD unit to be attached to the normal 16-bit Super NES – just wasn't going to work effectively. For a start, though CDs can hold over 500 megabytes of information (over 250 times more than the biggest Super Nintendo carts!), the SNES allows hardly any space for it to load into. Thus a 'system cart' (which would plug into the normal cart slot on top of the machine) would be needed to give the machine extra memory – this would act as the brain of the unit, and would be based around a 32-bit RISC (Reduced Instruction Set Computer) chip plus extra custom hardware.

CDs would come mounted in cases, unlike Sega's system, and these would carry SRAM (Static Random Access Memory) chips for those games that needed it, allowing *another* extra location for the reams of CD information to be loaded into.

All this would, of course, be expensive and complicated to develop, and would cost a lot to manufacture – SRAM equipped CD game carts wouldn't be cheap. Equally, Nintendo would be lumbered with an expensive-to-develop, very hi-tech CD system, which would still be hampered by the limitations of the SNES – particularly, the speed of its processor. It seems Nintendo have decided to restart from scratch instead.

3 Nintendo *also* cancelled it because their CD would have to compete with 3DO.

This one's pure speculation on our part, of course, but Nintendo are bound to have looked at the EA/Panasonic/Sanyo 3DO machine (revealed in all its glory at the Chicago CES) and realised that with this about, now – more than ever – their CD system needed to be the best it could possibly be.

4 Nintendo *will* have a CD system, but it'll be all-new, and won't appear for a few years.

Since last issue, news has come to light that though SNES CD is dead, the idea of a Nintendo CD system isn't. It seems certain that this will be an all-new 32-bit machine – possibly incompatible with the current Super NES. Indeed, it may lack a cartridge port completely, and be priced and targetted above the SNES – in the same way that the SNES is targetted above the NES today. The machine will appear – as far as we know – in 1995, though there'll be an announcement at next Summer's Chicago CES show (possibly with a Christmas '94 launch in Japan and/or the US). However, that is the earliest we will see the new CD system – 1995 or even 1996 seem more likely.

The question remains, of course – will Nintendo have left CD too late? They obviously doesn't think so, and certainly this 'leave it till it's ready' approach has worked for them before. Apparently, Nintendo feel that by 1995 Sega CD will either have discredited itself – in which case fine, the market is Nintendo's for the taking – or have paved the way for their machine to come in and dominate. Whichever is the case, Nintendo win – providing their machine and software are good enough.

Pure conjecture, of course, but we reckon four built-in jogpad ports are a must for the next Nintendo machine. Who needs a Multitap?
Instead of a little sliding draw affair, a top-loading CD arrangement, as found on Walkmans and ghetto blasters, is much more likely – chiefly because they're cheaper to make. The price has to be kept to around $200, remember?
Any new Nintendo CD system is unlikely to come with many switches or buttons (expensive to make, remember?), but a track display is likely. Other options will be presented on-screen.
POWER
Nintendo CD-ROM
EJECT

• For more on 3DO see our Interview Special this month, starting on page 66. And for more on the new Nintendo CD system, watch this space!

NINTENDO CD:
FACING UP TO THE COMPETITION

Nintendo might currently have around 75% of the world console market, but they aren't the only ones planning a 32-bit machine. Could they – have they – left it too late? This little lot hope so...

The new-look Mega CD, the current champ from Sega. But is it *really* good enough to increase the CD market? We're not so sure...

SEGA

The greatest threat to Nintendo's supremacy is always going to be posed by Sega. In abandoning their own CD ROM add-on, Nintendo seem to have brushed the Mega CD aside as a turkey and a bit of a false start, and will instead be aligning their new 32-bit system to compete with Sega's own 32-bit machine, codenamed the Saturn, which Sega have more or less confirmed will be launched in a year or two's time. The Saturn will probably be Mega CD-compatible, but is likely to be CD-only, abandoning carts altogether.

3DO talk a good fight. They *could* become the No 1 rival.

3DO

Star of this year's Chicago CES was 3DO, a top-end, cutting-edge console developed jointly by a company set up by Electronic Arts and Japanese electronics giant Matsushita. What they've established is a standard for CD systems, with several manufacturers having expressed an interest in producing compatible systems. The first is due from Panasonic in the US in the Autumn. 3DO machines incorporate a 32-bit RISC processor, sophisticated custom chips and a CD drive, and as a result are said to be around 50 times (!) as powerful as the SNES. But at around $700, it's hard to see 3DO seizing a huge chunk of the market immediately. By the time Nintendo CD comes out though, it could be a major threat.

CD-I

Like 3DO, CD-I is a CD-based standard, with Philips, Sony and Panasonic having produced machines. It uses much older, less exciting technology than 3DO, though – something that's reflected in its unexciting software range. But some good stuff is said to be on the way – Virgin's *7th Guest*, for example.

COMMODORE

Commodore's CD-TV has been a flop, and the company is now pinning its hopes on a new CD machine based on the 32-bit Amiga 1200. But the technology is hardly revolutionary, and we can't see anyone other than real Amiga devotees buying it.

ATARI

Atari have consistently produced sophisticated machines at low prices, and their recently announced 64-bit Jaguar console sounds very impressive. It's to be launched in the Autumn, and is RISC-based, with 24-bit graphics (giving 16 million colours on-screen), a built-in texture mapped 3D polygon capability, and CD quality sound (though CD ROM comes as an add-on). But their Lynx hand-held looked great on paper as well, and yet poor marketing and a lack of software support confined it to the sidelines. Tellingly, Atari didn't even show up at the CES...

AND ALSO...

NEC's PC Engine Duo, a PC Engine with a built-in CD drive, has been out in Japan for ages, and while the technology is old, the games are generally much better than the Mega CD's. NEC are working on a new 32-bit console, too. Also rarely seen outside Japan, the FM Towns Marty is basically a 32-bit PC with a CD ROM drive. And finally, rumours abound that a console planned by UK-based Konix, which was thought to have been abandoned years ago, is about to rise phoenix-like from Wales...

Old news: The PC Engine Duo.

NINTENDO REJECTS VIDEO GAME RATINGS

And Mortal Kombat gets drastically toned down

Sonya's kiss of death is acceptable, it seems, presumably as there's no blood involved.

Nintendo Of America has rejected the video game rating scheme announced by arch-rivals Sega in the US recently, calling it a 'smoke-screen for more violent games.' Of course, long-time Nintendo fans know that the company has strict internal guidelines on what sort of violence it thinks suitable for its games – much stronger than those of Sega, where a more 'anything goes' sort of attitude tends to hold true.

This difference in thinking has never been more obvious than in the case of Acclaim's conversions of the incredibly popular coin-op, *Mortal Kombat*. Nintendo are now known to have rejected the original SNES version submitted by Acclaim, forcing the firm to reprogram the game without the more gory of the 'Death Moves' (see review this issue).

Sub Zero's graphic head-ripping-off move didn't make it.

However, Sega have accepted their version with these ultra-violent scenes intact.

Commented Nintendo vice president Peter Main: 'Sega appears to have invented its new rating system in response to the growing worldwide outrage over their video game *Night Trap*, a game which would never be allowed to appear on any Nintendo format because of the strict gameplay standards that we put in place in 1988. Our highest priority is to produce quality games that are both accessible to younger players and acceptable to the whole family.'

It's Disney's ALADDIN!

(Capcom)

We showed you a bit of this last month, but here are some more shots of Capcom's great *Aladdin* game for the Super Nintendo. This fabulous-looking platformer – featuring graphics looking incredibly close to the actual animation cels – is simply *bound* to be one of the biggest games of the tail end of this year!

The lovely graphics of the film have been reproduced perfectly on Super Nintendo...

...meaning Disney and Capcom fans alike will be in their element.

UNDERCOVER COPS

(Irem)

Ever played the coin-op *Undercover Cops*? We must admit that we haven't either, but it's a scrolling beat-'em-up with two-players simultaneously 'apprehending' screenfuls of perps. The Super Nintendo version's sprites look big and beefy, and there are three characters to choose from as well as a range of power-ups. Good-oh. The game has just been released in Japan, with the US version to come soon, so expect our review next month.

Undercover Cops has 'arresting action', apparently.

FOOTBALL

Japan's J-League

And the hot new games it's inspired

By Rik Haynes

Super Formation Soccer II is but one of lots of hot new soccer games we can expect from Japan over the next few months. The excellent *Striker* we reviewed last issue – where we confidently named it 'better than every other SNES football game put together' – but what of the others? Here's *Super Play*'s easy to follow guide...

What *is* the 'J-League'?

It's the biggest sensation to hit Japan since pot noodles and the Barcode Battler. And to think, nobody had heard of it this time last year...

When Japan's new professional soccer league finally made its debut on 16 May this year, nobody was expecting much success, once the initial novelty had worn off. TV commentators insisted that baseball was the national sporting obsession, and no amount of slick marketing or hype would change that. Indeed, until this year, football had been known only as a hobby for high school kids, or another boring subject for 'otaku' (the Japanese equivalent of train spotters) to gather their precious facts about.

Now, of course, that's all changed. J-League fever has really caught on, the stadiums are packed out, and TV coverage resembles the BBC's love affair with Wimbledon. Indeed, whole matches are now available on video for further scrutiny. Not even us Brits have ever got this far into footie – the usually reserved Japanese spectators have taken to painting their faces in their team's colours, waving flags and hooting large horns (very different to the sombre crewcut hairstyles and traditional cheerleaders seen at baseball matches), even though there're only 10 teams competing in the J-League at present.

Currently leading the table, having conquered the first stage of the championship, is a team known as the Kashima Antlers, though arch-rival Verdy Yomiuri is generally regarded as having the best of the homegrown talent.

Employing the same technique as their American counterparts during the '70s, managers have signed up skilled and experienced footballers from South America and Europe to act as backbone for their teams – though each team is restricted to using only three foreigners at any one time.

One such gaijin player is former England striker and all-round nice guy Gary Lineker, though he hasn't produced many sparking performances in Japan so far. One reason could be that his team, Nagoya Grampus Eight, uses a Brazilian midfielder, who normally gets tightly marked by a couple of opposition players – this being the case, it's rare that the ball gets through to Linker at the front, and he gets a chance to use it. On top of that he's suffering from injury problems, advancing years and the rigours of Japan's rainy season – sometimes the ground looks more like a swimming pool, and the football just stops dead in the sludge. No wonder Nagoya's mascot is a cuddly killer whale, though I'm less clear as to why Verdy Yomiuri wanted to promote themselves with a vulture...

Football, previously just a 'kid's thing', is now taking on major significance in Japan. Expect to hear much more of it in the future.

OVER THE MOON

The new football games inspired by the J-League

With J-League supporters purchasing every piece of merchandise going, enterprising companies haven't been slow in feeding this demand – and the list of goodies for sale now, of course,

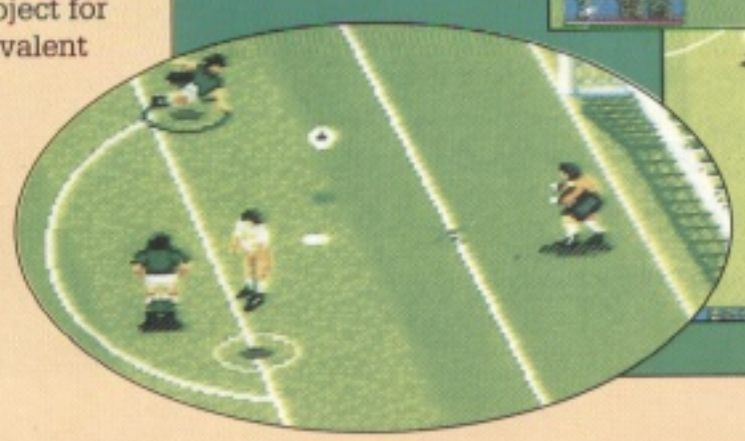
PRIME GOAL (Namco)

Cart ROM: 8 Mbit
● Price: ¥8,500 (£53) ● Release: 6 August

From the creator of *Pac-man* comes the first official J-League game to appear on Super Famicom. Featuring the names of real teams and players, Namco's offering is said to be more authentic than the *Super Formation Soccer* series from Human, featuring plenty of options and three modes of play – League, player one vs computer, and player one versus player two. In League mode you select one team and compete against the other nine.

The most notable thing about *Prime Goal* is probably the way your viewpoint suddenly changes when the action hots up – when footballers clash head on, the screen switches to 'close up.' On this screen the player with the ball decides which direction to go in, while the other must predict his move. If he's correct, his opponent takes possession of the ball – otherwise the first player sails safely by. Neat touches in the game include newspaper reports after each match, a password system for League mode, and the fact that you're able to choose whether the computer plays 'seriously' or not.

The normal side-on view of *Prime Goal* (seen here) switches to close-up mode for tackles and so on.



CRAZY!

The J-League in full

Here's the Japanese football league table as it stands so far (as of 11 July, anyway...)

Team	Won	Lost	GF	GA	Points
Kashima Antlers	13	4	40	16	24
Verdy Yomiuri	11	6	27	21	6
Nissan FC Yokohama Marinos	10	7	28	24	4
JEF United	9	8	26	22	2
Shimizu S-Pulse	9	8	26	24	1
Hiroshima FC Sanfrecce	9	8	23	22	1
A-S Flügels	7	10	22	21	1
Panasonic Gamba Osaka	7	10	26	31	-5
Nagoya Grampus Eight	7	10	21	37	-16
Red Diamonds	3	14	11	32	-21

includes video games. Human's *Super Formation Soccer II* (*Reviewed this issue – Ed.*) went straight to the top of the charts last month and remains a best-seller, while Namco has secured the official J-League license, and Sunsoft have just come up with a game concentrating on the schoolboy tournament. And that's not all – there's also *Captain Tsubasa IV* from Tecmo, the latest game based on the popular manga, which proves just plain weird.

Rik Haynes is European Editor of *LOGiN*, one of Japan's leading computer and video game magazines.

HIGH SCHOOL SOCCER (Sunsoft)

Cart ROM: 4 Mbit
- Price: ¥8,000 (£50)
- Release: TBA

Based on the Japanese high school soccer competition, Sunsoft's latest footy cart is similar in style to *Super Kick Off* – the footballers in the game look cute, but not in the traditional Japanese SD sense. The All Japan Championship can only be played by one player, in which mode you have to choose one representative team from a prefecture. Every time your team wins a match, bonus points are added to crucial parameters like attack, defense and speed. You decide how many points go to each specific attribute, and try and build your team up to that of a higher performing one. Eventually you should advance onto the US, European and World Championships.

Sunsoft's new release is based on the high-school game, *not* the J-League.

WIN • WIN • WIN • WIN • WIN

HURRAH!

Five fabulous football shirts to be won!

Elite are jolly pleased with *Striker*, their new, should-be-in-the-shops-about-now football game. And they've every right to be – we loved it, and gave it 89% in the last issue. But the thing is, though, playing footy while dressed in a tank top and a pair of nylon slacks just doesn't feel right, somehow. What luck, then, that Elite have stumped up five famous Arkwright's traditional football shirts – one of which you could win! These shirts are the real thing, and they'll make the *Striker* experience all the more pleasurable.

With best wishes from Elite

WHAT YOU'VE GOT TO DO

As you'll know if you paid close attention to our review, *Striker* lets you customise your teams in loads of different ways, including the colours of their kit. What we'd like you to do is take the blank strip below and, using your skill and judgement, turn it into something we'd be proud to wear. Send the results to: *Striker* Competition, *Super Play*, 30 Monmouth Street, Bath BA1 2BW, by 17 September.

The excellent *Striker* – currently the best SNES soccer game.

Design us a *Super Play* football kit and win, win, win!

This is it. Use paints, felt pens, crayons, anything you like, really.

THE RULES
- No-one from Elite or Future Publishing may enter.
- The closing date is 17 September.
- Anyone arguing with the Ed will take an early bath.

Name

Address

An all-games special this month, as Peter Evans and his Studio Hell City pals dig out some popular Jap game genres we'll never see in the UK, not even on import...

LIVE FROM HELL CITY

Most games we see in the UK fall into one of a handful of easily definable categories – shoot-'em-ups, platformers, and the like. In Japan, however, they've got rather more. Like these...

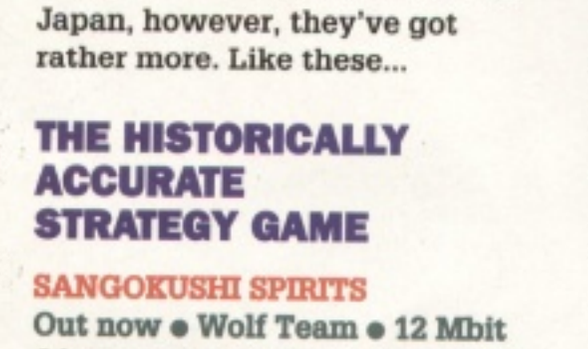
THE HISTORICALLY ACCURATE STRATEGY GAME

SANGOKUSHI SPIRITS

Out now • Wolf Team • 12 Mbit

Of course, you get this sort of thing on home computers in the UK – very detailed historical wargames, which take great care to be as history-book accurate as possible – but to most UK players they seem unsuited to the all-action SNES. But, in Japan it's different, and wargames crop up – and sell well – on any system. Take *Sangokushi Spirits*, for instance, which is the latest in a popular series of *Sangokushi* games, though this is the first time one's appeared on the SNES – till now they've been PC only. It's set in second and third century China, and you have to conquer 126 unstable states and unite them under your rule.

Either a normal joypad or the Nintendo mouse can be used to control the game, while a newly developed windows system allows you to leave up to 50 different windows open on screen at any one time – this makes what looks a complex game quite easy to play, claim creators Wolf Team. We're not 100% convinced about that, and figures like the claimed '1,000 different generals' the game offers make us balk a bit too, but this is popular stuff in Japan, and is expected to do well there. The fact that it's all based on history, and not just the popular *Sangokushi* manga, has got wargame fans further excited, too.



Just some of the many historically-correct ancient Chinese generals you can control in *Sangokushi Spirits* (also seen on the right at the top of the page).

***Sangokushi Spirits* (top right) is joined by puzzle-game *Keeper* (top left and inset) and the anime-based *Ghost Sweeper*.**

Above: The unbelievable *Winning Post*, one of a number(!) of horse race games. Left: *Mah Jong 2* and *Jong Toshi 2*.

THE HORSE-RACING GAME

WINNING POST

September release • Koei • 8 Mbit + BB

Unbelievably, horse racing sims have suddenly become very hot property in Japan, with this joined by I'max's *Super Horse Racing* and Hect's *Thoroughbred Breeder* in August, amongst others. Following along the sort of lines made familiar by all those football management games on home computers (sort of), your job is to study form, buy horses and race tracks and bet on the correct winners, thus earning lots of money. Up to four can play.

THE MAH JONG GAME

JONG TOSHI 2

December • POW • 8 Mbit

Though boring-looking to most Westerners, mah jong (the rules of which we're not going to get into here, but it's sort of like gin rummy with tiles), remains very popular in Japan, with all sorts of variants on the theme cropping up all the time. This one's a sequel to the *Jong*

12 Mbit for a mah jong game? It must be *Super Nichibutsu Mah Jong 2*.

The big-in-Japan-but-unheard-of-over-here pachinko craze hits the Super Famicom (top and bottom left), while horse racing is big everywhere.

Toshi game released in February, the main interest emerging from the fact that it allows for up to 52 opponents, including such weirdos as aliens, yakuza (Japanese mafia) members and so on.

SUPER MAH JONG 2
Release to be announced ● I'max ● Cart ROM to be announced
Another new mah jong game, this one catering for up to 15 characters.

SUPER NICHIBUTSU MAH JONG 2
Release to be announced ● Nihon Bussan ● 12 Mbit
See what we mean about there being lots of mah jong games about? We could have filled the rest of this page with them if we'd thought you'd put up with it! This one uses a whopping 12 Mbit to reproduce all the intricacies of the game, while elsewhere – and we kid you not – there's actually serious discussion about the virtues of a Super FX chip in this sort of application!

THE RIDICULOUS JAPANESE 'TABLE' GAME

HOW TO WIN PACHINKO SLOT
November ● Sammy ● 4 Mbit + BB
Pachinko is gigantic in Japan – a sort of vertical pinball affair that you get in bars and arcades up and down the country. This is a Super Famicom simulation of a pachinko coin-op, and is expected to sell incredibly well – after all, millions of Japanese sink trillions of yen into pachinko machines every day. The big news about *How To Win Pachinko Slot* is that not only have the speed and feel of a real pachinko machine been reproduced as closely as possible, but it also offers you three different gameplay modes for variety. The game is mouse compatible too – the use of Nintendo's most recent Super Famicom accessory is growing very fast in Japan.

THE OBSCURE ANIME-BASED GAME

PAPUWAKU THE SOUTHERNER
Release to be announced ● Enix ● Cart ROM to be announced
Half the platform games in Japan tend to be based on obscure anime-sources, and this one's no exception. It's unlikely to come out before the end of the year, but expect a review then (probably one of our quick half-page jobs).

Ascii's new boy, *Ardy Lightfoot*, looks promising.

GHOST SWEEPER
September ● Bandai ● 8 Mbit
Another game based on a Japanese anime TV show – in this case one called *Ghost Sweeper Goddess* – this is (yes!) another platformer, starring the show's central character, one Ka Lei.

SD GUNDAM 2
September ● Angel ● 8 Mbit
This is more like it – at least we've all heard of *Gundam*. *SD Gundam 2* is a Super Deformed version of the mecha from the latest of the many *Gundam* anime series – *Z Gundam* – and gives you a choice of three mobile suits to control. Neatly, the game ending you get depends on what suit you're using.

THE RIDICULOUSLY OBSCURE SPORTS GAME

GO! GO! DODGE LEAGUE
Late September ● Pack-in Video ● 4 Mbit
Even the most obscure sports seem to earn a number of Super Famicom spin-offs in Japan, but dodgeball (already witnessed in several games, including *SD Dodgeball* and *Fire Dodgeball*) has to be one of the most obscure of the lot. This new version features a Multitap-assisted four-player option, different types of court and alterable rules, adding depth to what would otherwise be a painfully simple concept. However, it'll surely never catch on over here (not until Channel 4 start showing the real thing at tea times, at least...)

SD Gundam 2 (left) and Cosmo Police Galivan (below) could both do well on grey import.

RPG-like *Shien* (above and right) looks great, as does *Masters: Augusta 2* (below).

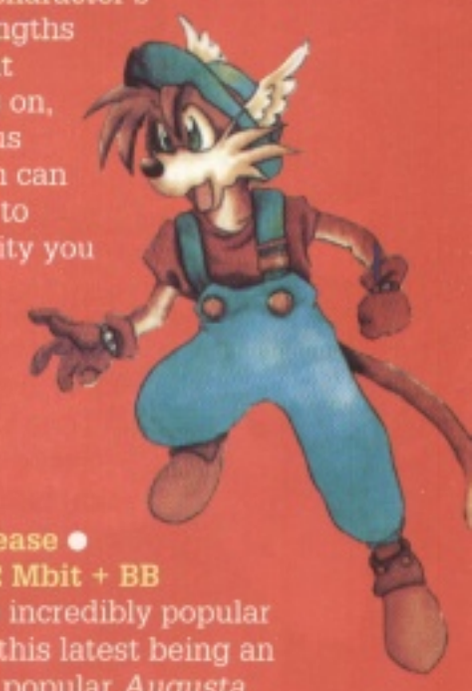
Dodgeball (left) is inexplicably popular in Japan, but mah jong (below) is more so.

Yet more anime-based games: *Papuwaku* (left) and *Ghost Sweeper* (right).

Also showing in Japan, though not in any discernable way especially weird, are these...

ARDY LIGHTFOOT
November ● Ascii ● 8 Mbit
Shown at the Chicago CES, Ardy Lightfoot is Ascii's new character – a sort of fox(thing). His first game is a side-viewed scrolling platformer built up of 17 levels, with animated sequences explaining the storyline cropping up between them. Ardy's task in the game is to collect seven missing prisms, but beyond that we know little – look for more news closer to the release date.

COSMO POLICE GALIVAN
Out now ● Nihon Bussan ● 8 Mbit
We've done stuff on this before (*SP8 – Ed.*), but this eagerly awaited sequel to the Famicom action RPG *Galivan* is selling well in Japan. This new version is simpler (it's just a sideways scrolling beat-'em-up) where your player gets to choose between three characters – Galivan, Queen Bee, or Metal Hawk. You pick which of your character's individual strengths you want to put most emphasis on, while any bonus points you earn can then be added to whichever ability you want, letting you develop a customised fighter.



MASTERS: AUGUSTA 2
September release ● T & E Soft ● 12 Mbit + BB
Golf games are incredibly popular in Japan, with this latest being an upgrade of the popular *Augusta Masters 3D Golf*, the first ever golf game on the Super NES. Amongst a number of new improvements is the new option to (yay!) use the Nintendo mouse, making play a lot easier. With luck the screen update'll be faster too.

SHIEN
1994 ● Dynamic ● 16 Mbit
Another mouse-controlled game, though you won't see a release of this one for ages. It's an action game, the plot has you on a mission to stop some sort of extra-dimensional baddy from taking over time – a fairly worthwhile cause, we think you'll agree.

KEEPER
November release ● Datam Polystar ● 4 Mbit
Finally, a puzzle game. People still keep coming up with ideas for two-player block-based puzzlers, and this is the latest. The idea here is that you've got to (gasp!) stack up three or more blocks with the same emblem in a row. Probably fairly playable, but we hardly think it's going to trouble the likes of *Yoshi's Cookie*.

SUPER PLAY'S HOT LIST

Here, perhaps serving as a guide to the releases that're worth buying, is what *Super Play* have been playing.

MATT

'We didn't get *Street Fighter II Turbo* and most of the new *Mario games* in until a few days ago, so I'm the only one who's been playing them a lot – I went to Chicago, you see, to the CES, and saw them all weeks ago.' (*Yawn – The Rest of the Team.*)

SUE

'Sad but true: I've been completely hooked on *Super Black Bass* ever since I panned it in the last issue. But don't, whatever you do, buy it. *Final Fight 2* – now there's a game that appealed to my baser instincts. And I've been playing *Super Mario Kart* quite a bit, too. *And* I still can't stop playing *Tetris*, much to the annoyance of the rest of the team.'

ZY

'I'm still dazzled by *Starfox*, which I've been playing all the time recently. Doesn't it look great? And isn't it great fun? And I'm also rather getting into *Alien 3*, which I hadn't seen till I turned up at *Super Play*. It's very spooky, with lots of aliens in.'

JONATHAN

'*Striker* still features quite heavily in my daily schedule, and I've been playing a fair amount of *Super Mario Kart* and *Rampart* too. All three are fine two-player games. I can't believe Jason gave *Septentrion* 88% last issue, though. What a load of boring old codswallop. It's a good job we got rid of him when we did, I reckon.'

LISA

'I've been making a real effort to get into gameplaying this month. I had a quick go at *Shadowrun*, but didn't understand it, and *Dracula Kid* seemed very cute too. I kept going back to *Super Bomberman*, which is ace when everyone in the office is playing it.'

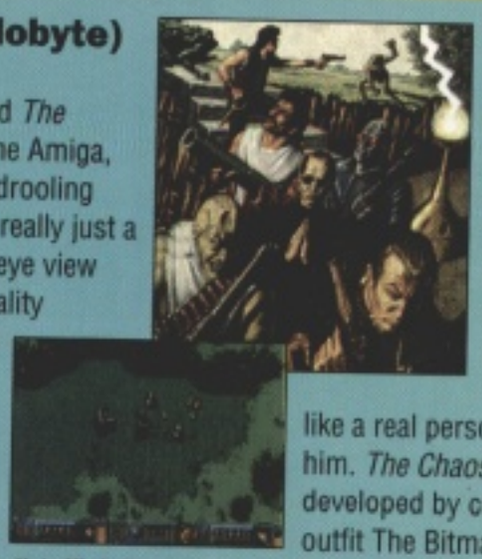
JEZ

'I've always carried the flag for the straightforward, honest beat-'em-up, so *Final Fight 2* blew me right away. It's great. And I liked *Striker* a lot, too (so I'm obviously not *completely* mad). In fact, I seem to have gained a reputation for being quite good at it, beating the rest of the team on a regular basis.'

It's The Chaos Engine! Only its called...

SOLDIERS OF FORTUNE

(Spectrum Holobyte)



The name's changed, but the game's the same.

If you've ever played *The Chaos Engine* on the Amiga, you'll probably be drooling already. Although it's really just a *Gauntlet*-style, bird's eye view shoot-'em-up, top-quality graphics and lashings of atmosphere conspire to turn it into one of the Amiga's best games. Indeed, *Amiga Power*'s Stuart Campbell (officially Europe's Hardest Man To Please) called it 'utterly excellent computer game entertainment'. What's particularly good is that you can either a) team up with another player, turning it into a two-player game (and you know what fun those are), or b) (and perhaps most brilliantly of all) get a highly intelligent computer player to join you, who behaves just like a real person's controlling him. *The Chaos Engine* was developed by crack UK developing outfit The Bitmap Brothers, who did *Gods* among other things.

Oh yeah, and it's coming out on the Super Nintendo. The US version, at least, will be retitled *Soldiers Of Fortune*, but will otherwise (as far as we can tell) be identical to the Amiga original. No UK release news yet.

Two new aeroplane games!

YOU CAN RUN, KID, BUT YOU CAN'T HIDE...

There's a bogie on your six! Or a couple of new plane games, at least. The first is the SNES version of *Turn And Burn*, which was well received by Game Boy players (at least if *Super Play*'s sister mag, *Total!*, is anything to go by – they gave the GB version 80%). It'll be 16 Mbit, it'll have the horizon spinning around in Mode 7, and it'll have carrier landings, air-to-air refuelling and a camera that records your kills. It'll be out in the Winter in the US.

And then there's *Super Air Diver* (called *Lock On* in the States), which we first previewed in issue 7, but is now due on official UK release. Expect it in September, as part of the new Sunsoft line-up, alongside *Aero The Acrobat* and others.

***Turn And Burn* puts you inside the plane and has some flight sim pretensions (above), while *Super Air Diver* offers pure arcade thrills.**

SUZUKA 8 HOURS

(Namco)

Motorbike racing fan? Not impressed by *GP-1* (62% last issue)? Then salvation is at hand, in the form of *Suzuka 8 Hours* from the usually-reliable Namco. It's a conversion of a coin-op, and as well as a split-screen two-player mode it has impressive-looking crashes and 'six challenging tracks!' It's out in America in December, but we'll be reviewing the Japanese version soon.

THE ULTIMATE PARTY ANIMAL IS HERE!

Spring has sprung and a young man's fancy turns to thoughts of...KIWIS!

At least if you're a Tazmanian Devil and especially if you're TAZ, the wildest and hungriest inhabitant of the Outback.

You control the infamous TAZ as he spins and munches his way through anything and everything in his path. But what he's really after is those elusive little Kiwi birds! Only one problem: Spring is the worst time to catch them, since they're especially alert for predators. Besides, not only are they the craftiest creatures in the Outback, they're also the fastest. Poor TAZ – he had to be in the mood for some fast food!

To make matters worse, a Tazmanian She-Devil is on the prowl for TAZ and she doesn't like it when he plays hard to get. He's not interested, but she just won't take no for an answer!

Get set for TAZ-MANIA – take TAZ past the dangerous drivers and treacherous traps, find hidden areas and secret levels and catch those Kiwis – all while avoiding the romantic advances of the She-Devil.

This is one game you can really sink your teeth into – or as TAZ, the ultimate party animal, would say:

"GRRR!&*!%$!!!"

"Superbly polished product, mountains of fun... simply brilliant!"
Super Pro 90%

"Full to bursting, overflowing with characters and hazards."
Super Action 87%

"A cracking racing game... a treat to look at!"
Snes Force 86%

Coming Soon for GAME BOY

T•HQ International

Original Nintendo Seal of Quality

SUPER NINTENDO ENTERTAINMENT SYSTEM
PAL VERSION

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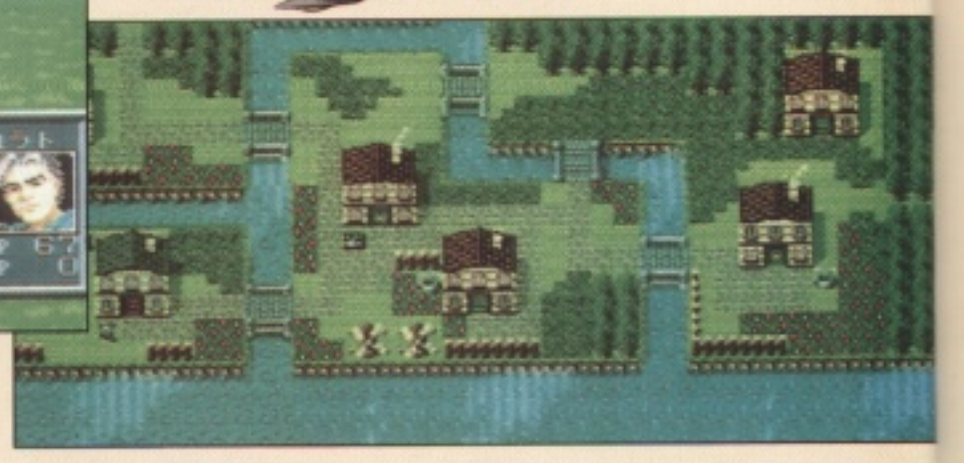
FANTASY QUEST

by Matt Bielby & Studio Hell City, Japan.

With our resident role playing expert Jason Brookes swanning around California this month, the FRP responsibilities fell to Matt Bielby. Is he adventurer enough to cope..?

At last it seems like the first non-*Zelda* Japanese RPGs are being translated into English and (yes!) even released in the UK – check out our short review of *Lagoon* if you want evidence. This, alongside new SNES versions of established titles like *Dungeon Master*, *Might & Magic 2* and the *Ultima* series, should be enough to keep UK RPG fans happy for the next few months at least, though we would like to see more. Still, if the US market continues to show the encouraging signs of getting into the area that we saw at CES, chances are that we might – after all, what they get today, we tend to see tomorrow. More news on upcoming new releases in Adventure Chronicles, but first a look at *Lagoon*, and a couple of reviews from our pals over at Studio Hell City.



Silva Saga II features extensive map screens (right), and pretty fight sequences.

SILVA SAGA II

Out now ● Seta ● 16 Mbit + BB

Though it's called *Silva Saga II*, this new – and eagerly awaited – RPG is the third game in the popular series. The story and style remain a development of those in the earlier games, but the graphics and complexity of gameplay have improved greatly over the years – hardly surprising, as the first two games appeared on Famicom (NES) originally, with this being the

FOR BRITISH RPG PLAYERS, IT'S THE BEST NEWS OF THE YEAR!

Lagoon gets a UK release

UK release: September ● Kemco ● 8 Mbit

'There's a problem' indeed! Your first task is to rescue a man from this cave.

As you can see, *Lagoon*'s graphics are very *Zelda*-like, if not *quite* as pretty. There are various houses to visit in your home village (left).

Without doubt the biggest news of the month, as far as British fantasy role playing fans are concerned, is that Kemco's well-received *Lagoon* is about to get an official release in the UK. Though the game has been out in Japan for over a year, it still looks very fresh – this sort of overhead-view, walking-around-talking-to-people-and-fighting thing doesn't really date at all (most brand new Jap RPGs play the same). Players of the brilliant *Zelda* will, of course, be on familiar territory here – the game looks very similar, and plays similarly too, though it's perhaps less well thought out (little shame when you're up against something as perfect as *Zelda*). The game has a few faults – the lack of a built-in map is irritating, for instance, and means you'll have to draw your own – but they don't really affect gameplay. The graphics, while mainly simple, do their job perfectly, the feel is just right and the plot is intriguing – rest assured, *Lagoon* is a lot of fun. Yes, it does suffer a bit from 'laughably bad translation of the Japanese text' syndrome, but most would argue that, with this sort of Japanese RPG, that's simply all part of the fun.

ADVENTURE CHRONICLES

INTERNATIONAL RPG NEWS WITH MATT BIELBY

Those of you who were with us last issue (and hopefully that means all of you) will remember us going through a list of mainly Japanese-developed RPGs getting a release in the US – at last non-Japanese speakers would be able to play some of the most popular Nipponese games around. However, there are still many more Jap games out there that there's no sign of us seeing. Ever. Stuff like these...

The most eagerly awaited RPG of them all – the two-for-one *Dragon Quest I•II*.

SWORD WORLD

● T&E Soft

A 12 Mbit RPG due a Japanese release in August, this game has as its main selling points some moody, intricate graphics and a neat character generation option, allowing you to create completely original characters.

The 12 Mbit *Sword World* lets you create your own heroes.

KABUKI ROCKS

● Atlus/Red

Featuring cute, big-eyed charas – like the Dracula Kids of ancient Japan – appealing baddies, and some odd sort-of puzzley bits, *Kabuki Rocks* is unusual, but looks like it would survive a translation into English rather well.

Kabuki *Rocks* looks bright and fun, if slightly odd.

DRAGON QUEST I•II SFC

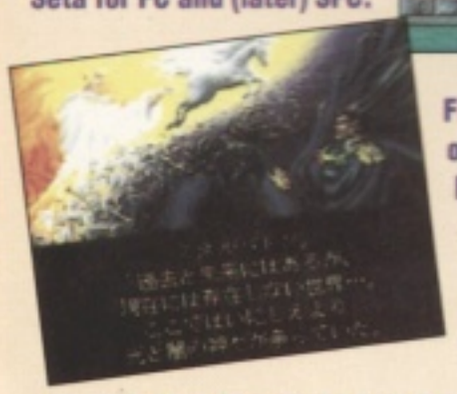
● Enix

This is, of course, one of the big ones – Enix's two earliest Famicom *Dragon Quest* games crushed onto the one cart in the same style as the *Mario Collection*. With updated graphics, the addition of the easier-to-use *Dragon Quest V* command system, and plenty of gameplay, this is going to be massive in Japan – especially as events in the games have been mucked around with a bit to keep players familiar with their earlier incarnations on their toes!

first one designed for the SFC. Presentation is *Zelda*-like for the walking bits, but then goes texty when it gets to the fights or (of course) conversations. Sadly, there's no way a non-Japanese speaker is going to get much out of the game – a shame, as any sort of English language release remains unlikely.

The original game, *Minelbaton Saga*, was released by Taito in 1987.

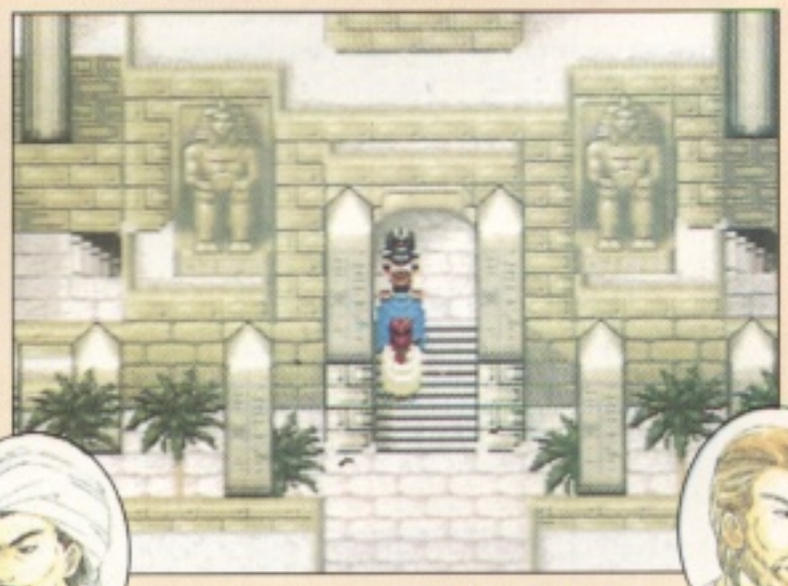
Then, in 1992, came *Silva Saga* by Seta for FC and (later) SFC.



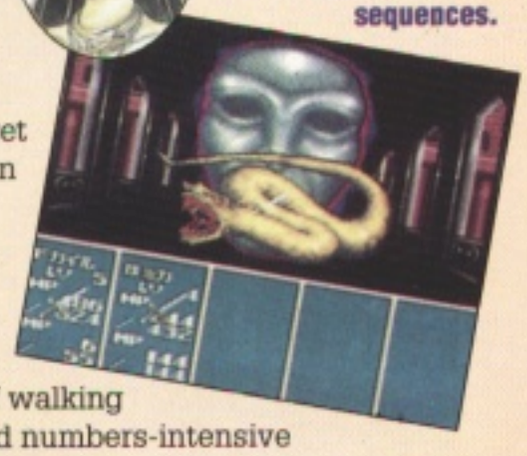
Finally, here's the first original Super Famicom version, *Silva Saga II*. Interest in Japan is massive, and sales are expected to be high.

Oh no! Looks like our party is in trouble again! Go and pick on someone of your own size.

style fighting sequences. Pretty, detailed graphics, appealing central characters and some quite odd (and very big) baddies add to the appeal. However, the big selling point of *Soul & Sword* is that it boasts over 30 scenarios (*Dragon Quest IV*, by way of comparison, had only five). The player doesn't have to complete all 30 to finish the game – he can choose his own route through them – but it does mean you can play the thing more than once and have it different each time.



earth, while at the same time trying to overcome the amnesia she herself is suffering from. Only when she's got over that will she know how to get back to her own time (or something like that, anyway). Again, the game is a combination of walking around bits and numbers-intensive combat scenes, meaning only those very fluent in Japanese will ever get much out of it. We've seen and heard nothing about an English language release.

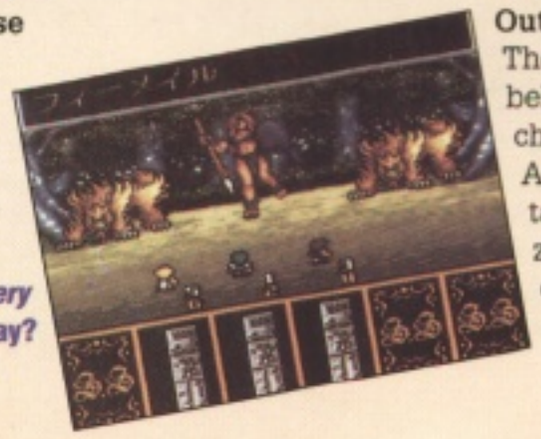


***Oddeseria* features some very pretty – and rather Middle Eastern-looking – graphics, and is split into the normal travelling, chatting and combat sequences.**

SOUL & SWORD

November/December release ● Zamuse ● 12 Mbit

Yet another RPG due later in the year, and a fairly normal one, combining the standard walking-around bits with *Dungeon Master*-



The *Soul & Sword* heroes look *very* vulnerable here, wouldn't you say?

ODDESERIA

Out now ● Vic Tokai ● 12 Mbit

There's a fairly unusual storyline behind this new RPG, as the main character is a time traveller. Apparently her mission, which takes her through numerous time zones, is to work out the connection between the gods in the sky and the demi gods on

ANIME WORLD

Pronounced 'ah-nee-may'

NOW IT'S EURO-ANIME!

Anime may be really starting to take off in Britain, but in Europe they're way ahead of us. Helen McCarthy has been investigating the magazines available in France and Italy, and she likes what she sees...

At this time of year many people are either recovering from the horror of exams, remembering them with a shudder, or anticipating next year's lot. Just to convince you that every cloud has a silver lining, however, here's a good way to liven up your language studies – use foreign anime zines as practice texts! Even if you're not studying Japanese (as I am), there's no problem – our European neighbours are animaniacs too, meaning it's easy to brush up on your French and Italian using anime and manga. Imagine having the *Dirty Pair* in French on your classroom video, or studying Italian with the help of *Video Girl Ai*!

The thing is, you see, that in both France and Italy, anime is burning up the airwaves on TV, leaping off the retail video shelves, and shifting magazines by the dozen. French fans are going wild over Toriyama's wacky *Dragon Ball Z* on TV, while the Italians have had a 'Manga Video' label (unconnected to ours) for longer than we have (since early 1990, in fact). Two other anime labels from the same publisher mean that Italian fans can buy about five anime tapes each month. Meanwhile in France, half a dozen commercial anime labels release titles like *Saint Seiya*, *Urusei Yatsura*, *Cat's Eye* and *Dirty Pair*. I was intrigued to see that the Japanese heroines of *Dirty Pair*, known as Kei and Yuri, are called 'Dan et Dany' in France, while in Italy they're Kate and Julie!

The French have a mass-market anime magazine, *Dorothee*, too. This is aimed at a young readership (under 12), but they also have two excellent publications for the more mature fan – *Animeland* and *Tsunami*. These feature anime and manga news, articles and pictures.

Animeland is especially strong on anime research and information, with detailed dossiers on particular shows or people – their dossier on director Miyazaki is one of the best I've ever read. On the other hand, *Tsunami*'s strongest card is its superb manga coverage – bang up-to-date, with excellent artwork on good quality paper.

Alien girl Lum from *Urusei Yatsura* (top) is popular in France, as are anime magazines (right) and manga reprint comics.

Both magazines carry ads for French specialist shops selling anime and manga goods – very useful if you're crossing the Channel on holiday or for business, though most of the shops offer a mail order service too. Even in towns without a specialist shop, however, you can still find retail video, while ordinary bookshops carry translated manga reprints – both shojo (girls' manga) and shonen (boys' stuff). When I was in Cannes in April, *Candy Candy* had just made its debut in France, and posters of the cute, wide-eyed Japanese heroine were in bookshop and newsagents' windows.

In Italy there's even more choice. Two separate publishers bring out their own anime/manga monthlies, *Kappa Magazine* and *Mangazine*, each containing anime articles and features, alongside translated manga series.

Ranma 1/2 is one of the mainstays of Italy's popular translated manga magazines.

Shirow's *Ghost In The Shell*, Takahashi's *Ranma 1/2* and Fujishima's *Ah! My Goddess* are among the manga which have been featured. Both also bring out a range of single-story monthly comics, ranging in style from *Orange Road* to *Devilman*, giving Italian fans a choice of nearly 20 monthly anime and manga publications! As I mentioned earlier, sales of videos and anime on TV keep Italian fans happy, and, of course, they have their quota of specialist shops too.

Even better news is that the publishers of *Mangazine*, Granata Press, have begun to produce Japanese illustration books with the text in English. So far, beautiful volumes on *Gundam* and *Iczer-1* have appeared. You can order these from Italy, or find them in specialist comic shops in this country – Titan Distributors have started to import them. At around $19.99 each they aren't cheap, but you'd probably pay a lot more for the Japanese versions on import.

Not just big as a comic, *Ranma 1/2* is also very well known – and well received – as an anime TV show across Europe.

On the fan scene, there are also a number of excellent European publications. If you've been feeling left out of this article so far because you don't speak or read any other languages, bear with me, because two of these are aimed especially at you. For a start, the *Japanese Animation And Manga Magazine* – *JAMM* for short – is produced by Belgian fanclub 'Heroes Of the Rising Sun', and is in English. Edited by two real enthusiasts, it's a fun read, with lots of useful information – I recommend it to all British fans, whether linguists or not. Then, in Switzerland, there's the Goodwill Network, which offers a wide range of services, from a club and fanzine to laser disc and CD ordering, again run by an English-speaking fan, and with much of its output in English.

So how can you get more information? Well, start by writing to any or all of the addresses in the box, enclosing a self addressed envelope and some International Reply Coupons (from your Post Office) for a list of their anime/manga related material and current prices. You could also ask the anime fanzines to print a request for a penpal in their small ads – a good way to get in touch with other fans. Then, when you're next on the Continent, keep your eyes open – you're likely to spot lots of stuff I haven't seen myself yet.

Anyway, that should keep you busy till next ish, when I'll be back from California in time to report on a couple of big anime conventions out there. This is the life...

Noa Izumi, star of *Mobile Police Patlabor*, isn't just big in Japan – she's popular in France too.

CONTACT ADDRESSES

Animeland is published by l'Association Animarte, 15 rue de Phalsbourg, 75017 Paris, France.

Tsunami is published by Editions Durendal, 1 rue Eugene Varlin, 93170 Bagnolet, France.

Kappa Magazine is published by Edizione Star Comics Srl, Via di Vallingegno, 2/a, BOSCO (Pg), Italy. The same company also publishes manga in Italian.

Mangazine is published by Granata Press, via Marconi no.47, 40122 Bologna, Italy. This company too publishes manga in Italian, and illustration books with English text.

JAMM is published by Emmanuel Van Melkebeke, Code XYZ, Parkplein 5, B-9000 Gent, Belgium.

The Goodwill Network, attention of Massimo Iorillo, Post Office Box 3244, 1400 Yverdon, Switzerland, has a fanclub, publishes a zine, and can provide you with CDs, laser discs etc.

Then, there's my mag – *Anime UK*. We carry regular info on European and US anime fan clubs and publications. It's bi-monthly, is in English, and costs £3.50. Write to *Anime UK*, 70 Mortimer Street, London W1N 7DF.

THE LATEST FROM MANGA!

Britain's premiere producer of anime videos has a handful of new films on the way. *Super Play* managed to catch up with them...

CRYING FREEMAN

Chapter 1: Portrait Of A Killer, Cert 18

The first of a six-part series based on the famous Japanese comic series by creators Kazuo Koike and Ryoichi Ikegami (you can buy translated versions of it in comic shops), this tells the story of a young man trained to be a Chinese Mafia killer – a role he hates, hence the fact that he becomes famous for shedding tears while killing his enemies. Harder and more contemporary than most anime releases, it lacks the horror of something like *Legend Of The Overfiend*, but makes up for it with similar levels of violence, and a more believable, easy-to-follow story. Imagine a Jackie Chan film directed by Martin Scorsese, and you'd be nearly there. We like this one a lot – indeed, we'd say it's one of Manga's best releases to date.

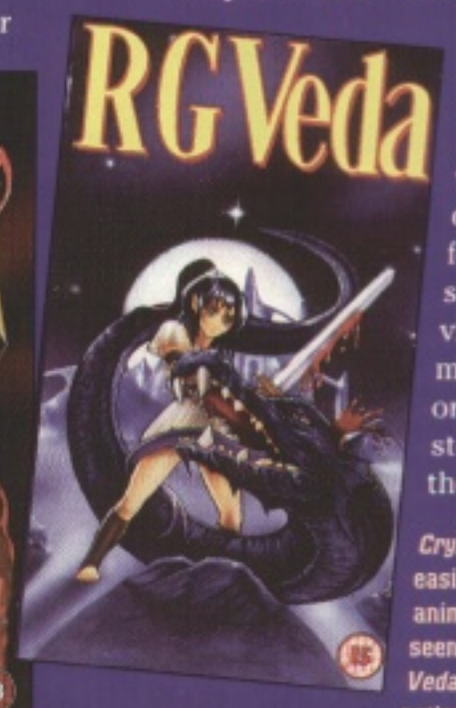
● **Matt Bielby**

DOOMED MEGALOPOLIS

Chapter 1: The Demon City, Cert 18

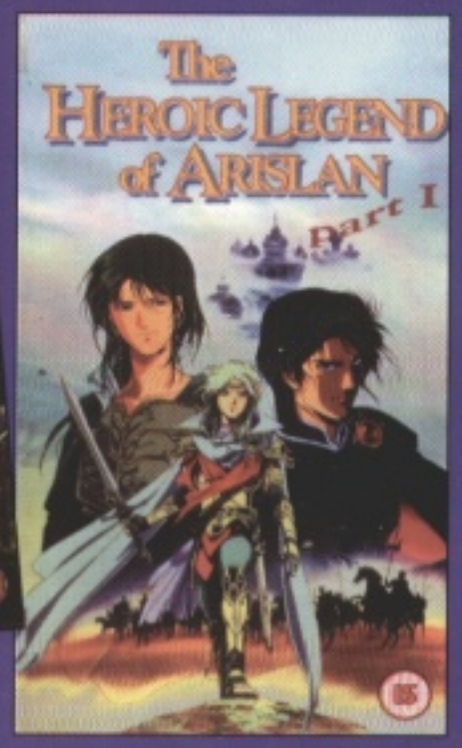
The first of a series telling of a power struggle for the existence of Tokyo, this has elements of *Legend Of The Overfiend* – innocents caught in a war between demonic forces – but a slightly less violent and much less sex-orientated storyline. Still, there are some gross-out bits, and the atmosphere – episode one is set in 1908, which allows for lots of period detail – keeps the interest up. The dubbing is by English actors, not Americans, this time, and is much better done.

● **Matt Bielby**



Crying Freeman is easily one of the best anime releases we've seen yet, while *RG Veda* is a fast moving, action-packed fantasy.

Doomed Megalopolis is (sort of) like *Overfiend* without the sex, while *Arislan* is like a Jap RPG come to life.



THE HEROIC LEGEND OF ARISLAN

Part 1, Cert 15

Rather gentler, this is the anime equivalent of a Japanese RPG. Set in an ancient land, it starts off with the square-jawed Gieve becoming embroiled in a battle to liberate the Kingdom of Pulse from the traitors who've seized it. As the story progresses he bumps into other characters – a prince, a warrior-turned-artist, a priestess – who, having proved themselves, join him in his quest. The animation's okay, and the story keeps moving, though it rarely gets out of 'first'.

● **Jonathan Davies**

RG VEDA

Cert 15

The idea behind *RG Veda* is familiar – a band of warriors trying to free the land from evil – but it's more adventurous than usual, endowing its heroes with special powers. One can summon up a giant bird, another has a weird shield thing – if you've ever played a beat-'em-up you'll know the score. That gives it a magical, mystical edge, and you get 90 minutes for your money, too.

● **Jonathan Davies**

OFFICIAL RELEASE BOOM

Nintendo allows more games to be released in the UK

And new Japanese MD joins UK arm

The signs are there that Nintendo are gearing up for a big push in the UK over the coming months, fighting Sega tooth and nail for the Christmas market. Nintendo has been accused in some quarters of a degree of complacency, but that looks set to change soon, with:

a) Nintendo nearly doubling the number of software slots allocated to third-party publishers. Most game publishers were previously allowed to release six games every year – now they can release 10.

b) Sigeru Todori, a well-respected manager at Nintendo Japan, where he was head of exports at the company's manufacturing plant, is to join Nintendo UK this August. He'll be joint managing director with Brit Stephen Green, but his appointment is a clear sign that things are changing at the company.

Could this mean Nintendo are at last starting to take the UK market seriously? Watch this space...

BATTLE CARS vs ZOKU

Zoku **(artwork and screenshots below) is an unusual combination of beat-'em-up and driving game. It works though.**

Which looks best of the violent new driving games?

If you find *Mario Kart* a little tame, Namco's *Battle Cars* may make amends. It looks a bit like *F-Zero*, except the cars have wheels, and they can shoot each other as well as bumping into each other. There are 30 tracks, over 20 weapon power-ups and it all comes on an 8 Mbit cart. And there's a split-screen two-player mode! Hurrah! It should be out in the States about now.

The look of *Battle Cars* is heavily influenced by the use of Mode 7 – *F-Zero* fans will feel right at home. There's more to actually *do* here though.

Meanwhile, the Japanese are putting their money on (erm) *Zoku: The Legend Of Bishin*, from Magifact. It looks a bit like *Battle Cars*, except there's no shooting. Instead, when tempers fray you can leap out of your car and take on your opponent in a beat-'em-up bit. It'll be on a 16 Mbit cart.

IT'S... THE SUPER QUIZ!

We've had a couple of complaints that the Super Quiz is too hard, which got us thinking (for a couple of seconds). And d'you know what we thought? We thought, 'What's the point in a quiz where everyone knows the answers? If anything, the Super Quiz is too damn easy!' Next month, then, expect the Super Quiz to get even harder, but in the meantime, here's a slightly easier one, to keep the complainers happy...

EASY

1) Who is Guy (from *Final Fight*) engaged to?
2) But who does he secretly fancy?
3) And why's this two-timing a really, *really* bad idea?

NORMAL

4) Who appears in *Super Mario World* *and* an ancient Spectrum classic?
5) What tall yellow organism is vulnerable to Yoshi in both *Super Mario World* and *Mario Is Missing*?
6) In *Super Mario Bros* (the first game on the *Super Mario Collection*, and a NES classic of humungous proportions), what's the first power-up you can collect?

HARD

7) What is the Jap name of *Lock On*?
8) And *Hyper V-Ball*?
9) And *Super Ninja Boy*?

END-OF-QUIZ BOSS

10) Come up with a convincing explanation for why Guy (from *Final Fight*) doesn't turn up for the rescue mission in *Final Fight 2*, even though it's his girlfriend *and* his old mentor who happen to be the two who've been kidnapped by Mad Gear this time! (Believe us, we've spent ages trying to come up with one, and it's not easy.)

So where did you get stuck? Or do you reckon you fought the Super Quiz all the way through to the end-of-quiz boss? Whatever your performance, you can (as ever) find out the true answers on page 98.

But if you like your car games slightly more traditional, there's always...

TOP GEAR 2 (Kemco/Gremlin)

Fans of the Gremlin-developed *Top Gear* (known as *Top Racer* in Japan) will be excited to see that there's a sequel on the way. While the way the new game is structured is broadly similar to the first one – with the traditional into-the-screen rolling road presentation, and almost-as-traditional split-screen two-player mode – it boasts much improved graphics, more variety and snazzier presentation. It comes on an 8 Mbit cart (the original game was 4 Mbit) and should have been out in Japan about a week by the time you read this. No UK release date has been set yet, but one seems likely – we should have a review and more news next issue.

We've seen a number of split-screen driving games by now, but *Top Gear 2* promises to be one of the fastest and best.

MERCHANDISE OF THE MONTH

MARIO AND YOSHI TOYS

Fancy some slightly crappy Mario merchandise? Then try these American offerings.

First there's the battery-operated Mario and Yoshi (far right), with bump 'n' go action, flashing Yoshi eyes and – best of all – it plays the theme from *Super Mario World*! Or, how about the pull-back 'n' go two-speed Mario and Yoshi (right), which works like a Penny Racer. Finally, there's a Mario and Yoshi key-ring, which doesn't go at all.

GET SHIRTY!

10 to WIN!

T-shirts with games on!

A pair of cords and an anorak might be fine in the privacy of your own bedroom, but get together with your chums for a game of *Super Bomberman* and you'll want to be garbed in something a little more stylish. Enter these special new Game Wear T-shirts. They've got all sorts of Super Nintendo-related pictures on them (*Street Fighter II*, *Chuck Rock*, *Taz-mania*, that kind of thing), they cost £7.99 for children's sizes and £9.99 for adults' sizes (plus postage), and you can find out more information on (081) 204 9916, or order them by phoning (0272) 768989.

But that's not all! We've got 10 assorted shirts to give away (like everyone else, probably), so – to be in with a chance of getting one – tell us, on the back of a postcard, when you should wear a black bow tie and when you should wear a white one, and send it to: Dressing Up Compo, *Super Play*, 30 Monmouth Street, Bath BA1 2BW.

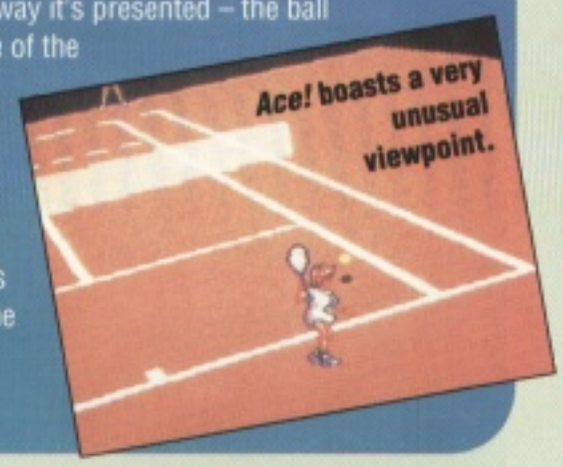
Want to show everyone how much you love *SFII*? Now you can!

More four-player tennis on the way!

ACE!

December release • Telenet Japan • 8 Mbit

Tennis fans not already perfectly happy with *Super Tennis*, *Jimmy Connors' Pro Tennis Tour* and *Super Formation Tennis* will be pleased to see that there's another offering in the pipeline – this one, too, has the four-player Super Multitap option. The unusual thing about *Ace!* is the way it's presented – the ball stays in the centre of the screen during play, with the pitch scrolling around to compensate. It sounds odd, but is said to enhance the graphics and playability.



BLABBERMOUTH with Kris and Tel

They're back! Kris and Tel, those robotic chatterboxes, those hopeless mechanical secret-keepers, those... but ah, you get the point. As you know, our robot chums are incapable of keeping a secret, and, since they know everything there is to know about the world of Nintendo, that's good news for us. Join us, as we tap into their gossip hotline, and listen in on news and rumours that could rock the industry..!

☎ Hey! Remember how last month I said something might be about to go very wrong with one of the best-known software houses around? Well, now I can tell you what I meant...

☎ Yes, yes – tell me!

☎ Okay, the company in question is – get this! – military game specialist MicroProse, who, through bad management, a late (and not particularly brilliant) entry into the console market, and an ill-judged (and very expensive) flirtation with a coin-op of their popular *F-15* flight sim, conspired to lose over $9 million last year. The result? Big trouble for the company, with many expecting it to fold. It won't though – fellow US flight sim specialist Spectrum Holobyte has come to the rescue, bailing the company out, and ending up with a 60% controlling interest in the firm. Though a number of Holobyte directors have been appointed to the MicroProse board, the two companies will continue to operate as separate entities, even competing with products on occasion.

☎ Wow! Where *do* you get your info?

☎ If you think that was good, Tel, get this! Troubled MicroProse are *also* in legal conflict with Virgin, over the rights to the Grafix 3D system developed by Leeds-based Vektor Grafix. Basically, MicroProse reckon the system is theirs because they own Vektor, while Virgin claim half the exploitation rights because they bankrolled its development in the days before the MicroProse buy-out of the company, when Vektor was working on Virgin's *Shuttle* PC game. None of this is that relevant to SNES players, of course, but it proves that it never rains, but pours – for MicroProse, at least.

☎ So have you got anything that *isn't* to do with MicroProse?

☎ Okay, okay – this one's a bit different. I've heard things are hotting up quite a bit on the retail front at the moment, too, with Rumbelows increasing its commitment to the games arena by introducing – guess what? – 'Games Arenas' to all its 382 stores. You'll now be able to play SNES and Game Boy titles – as well as Mega Drive, Mega CD and Amiga stuff – in each shop, alongside add-ons like the Game Genie. The aim, apparently, is to challenge the big electrical shops that got into games earlier – places like Dixons and Comet – head-on.

☎ Here's something else for you – Acclaim are apparently so chuffed with the success they've had with their *WWF* games, they've signed up the licence until the end of the century! 'We see the global popularity (of *WWF* games) continuing to grow,' says Acclaim president Robert Holmes, which means we'll probably be seeing these mad wrestling things every six months for the next five years *at least*.

☎ Of course, the biggest news of the month – which Matt mentioned in his editorial – is that Future Publishing (the people behind *Super Play*, and loads of other mags, including *Total!* and *GamesMaster*) have bought two new magazines. They're called *Game Zone* and *Sega Zone* – and yes, they're the very same *Game Zone* and *Sega Zone* that were until recently owned by Dennis Publishing. That gives Future three Nintendo mags and three Sega mags, plus a couple of multi-formats too (*Edge* and *GamesMaster*)! Oddly enough, the new mags arrive here the same month that the last issue of *Your Sinclair* – Future's *other* mag bought in from Dennis – goes out in a blaze of glory. Coincidence – or something more significant?

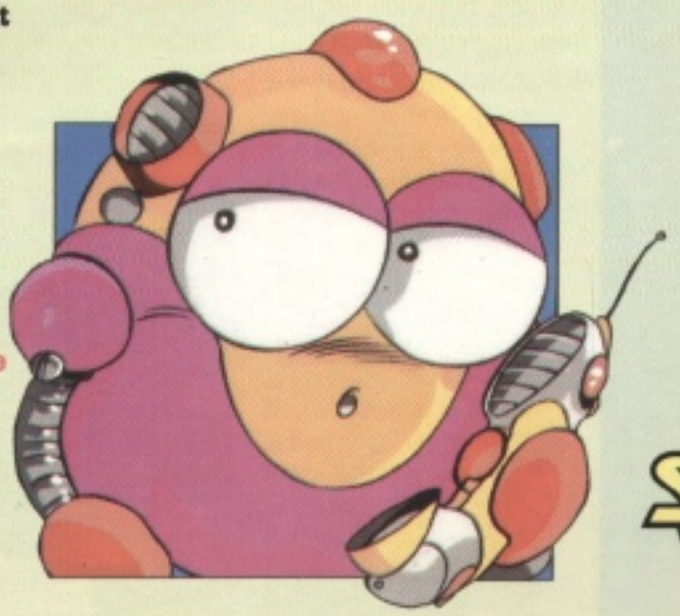
☎ Probably coincidence, Kris. I'm running out of gossip, to be honest, but I'll take this opportunity to point out that we got a few facts wrong in our review of *Shadowrun* this month. We quoted Data East – the Jap publisher – as UK publisher of the game too, but, of course, it turns out it'll be released under the new Laserbeam label in this country. The price will be a hefty £54.99.

☎ Here's an odd thing I heard this month – though not strictly SNES-related, it's worth mentioning. Seems the US company Innovation have a weird new product lined up which basically amounts to a hand-held NES! It's about the size of a Sega Game Gear (ie significantly bigger than a Game Boy, but not so large that you couldn't easily carry it around), has a small colour screen and runs any NES cartridge, including all those great classic *Mario* and *Mega Man* games. The big question, of course, is whether Nintendo will let them get away with it and sell the thing...

☎ And that's it, Kris, I'm afraid – I'm fresh out of gossip.

☎ Me too, Tel. The only other things I picked up this month are a couple of tips from my contacts in Japan. They say keep your eyes open for a couple of Namcot titles called *Blue Crystal Rod* and *Dalagar* – they'll be hot!

☎ Right, I'd better be off – I've got a load of info-gathering to catch up on.



The beat-'em-up flood continues!

DEATH BRADE

How many beat-'em-ups allow you to walk *into* the screen?

(I'MAX)

Got *Street Fighter II Turbo*, *Mortal Kombat* and the rest and still not satisfied? Then you'll be pleased to hear that the beat-'em-up tide continues unabated for the moment, with yet more punching-and-kicking games in the works. One of the latest is *Death Brade*, an unusual-looking thing aimed firmly at the beginner – the complete opposite to something like, say, *SFII Turbo*. It features five different characters you can control, with each one's special moves being very simple to operate – merely a combination of a direction on the pad itself and A and B. (Don't worry, though – the game still features over 100 such special moves in all, so you're unlikely to get bored.)

Even more unusually, another interesting gameplay feature apparently allows you to transform into your opponent so you can use his/her special move against them! *Death Brade* features a fair few more normal options too – you can adjust the time limit and difficulty level against the computer, and fight in one of three different types of stages: The normal type, one surrounded by spiked walls, and a sort of angled one. It all comes on a 12 Mbit cart, and has just been released in Japan as you read this. We've no news on when (or if) it's coming to the UK, but we should have a full review next issue.

The mythological-style characters of *Death Brade* look good and meaty.

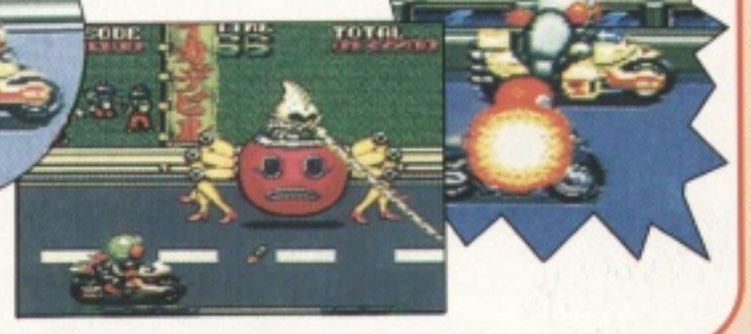
Kamen get it!

SD KAMEN RIDERS

(Bandai)

Now this one's pretty weird. *Kamen Riders* is a sideways scrolling motorbike beat-'em-up sort of thing, based on an anime source, and putting you in the role of one of the 10 champions of justice known as (yes!) the Kamen Riders. There are two gameplay modes – a battle mode, where you have to do over the evil 'Grand Shocker' organization, and a head-to-head Vs mode for two players. Your standard moves are simply to accelerate, brake, kick and block, but extra things – ranging from guided missiles to rear-firing napalm – can be collected along the way. (Who said originality in game design is dead?) Again, this 8 Mbit game has only just been released in Japan as you read this, so we should have our review next issue.

***SD Kamen Riders* is a very odd mixture of side-viewed racing game and beat-'em-up. Now that's weird!**



Now, what did you mean there are no original ideas?

SNES TROUBLESHOOTER

A couple of things to bear in mind

With reference to the last issue's SNES Troubleshooting feature, Nintendo UK's service centre has asked us to point out that opening your SNES will void your warranty, and they won't carry out repairs on any machine that's been thus 'tampered with'. If you'd rather not risk fixing your machine yourself, Nintendo will do the job for £30, which includes collection from your home. You can call the service centre on (0329) 243300. We've also been told that a 1.2 Amp fast-blow fuse will fix adaptor damage just as well as a 1.5 Amp one. Probably better, in fact.

New from Capcom!

GOOF TROOP

We're still not sure quite what sort of animal Goofy's meant to be (if he's a dog, why doesn't he act like the much-less-human Pluto?), but we do know a bit about Capcom's new game based on the character, and now that we've got some new pictures of the thing we can tell you all about it too. For a start, *Goof Troop* is based on an as-yet-unseen-in-this-country Disney spin-off TV cartoon starring the character, alongside his new son, Max. The game is a top-down viewed two-player thing (in fact, the perspective isn't far off that used on Ocean's new *Jurassic Park*), with Goofy and Max invading a pirate-saturated island fortress in search of their two kidnapped pals Pete and PJ. Expect a combination of fights and puzzle-solving bits to ensue, and bear in mind that while the graphics look quite simple here, they work very well in practice – remember, Capcom have some experience of doing right by Disney licences. The release remains September, so look for a full review in a couple of issues' time.

Though the graphics are smaller than in previous Capcom Disney games, they're equally as true to the cartoon originals.

CHART THROB

WORLDWIDE GAMEPLAYING

Want to know the most popular Super NES games being played around the world? Look no further, as *Super Play* reveals all.

(For weekly UK SNES chart updates, try tuning in to Digitiser, Teletext: page 470, Channel 4.)

OFFICIAL PENGUIN GALLUP UK CHART

ELSPA PENGUIN CHARTS

▲ UP ▼ DOWN ▶ NON MOVER ★ NEW ENTRY

Compiled for *Super Play* by Gallup

1 ★ **STARWING** Nintendo
Racing straight into the number one slot is this stunning and addictive shoot-'em-up. 93%

2 ★ **ALIEN³** LJN
A tough game that takes ages to beat, and sticks closely to the film's plot. 84%

3 ★ **WWF ROYAL RUMBLE** LJN
A chuckle-a-minute wrestling game, but it lacks the depth to keep you coming back. 79%

4 ▼ **SUPER STAR WARS** JVC
An excellent and great value film conversion with some fabulous music. 89%

5 ▼ **SUPER MARIO KART** Nintendo
It's been in the charts for so long that we've run out of ways to describe just how good this is. 93%

6 ▼ **BUSTER BUSTS LOOSE** Konami
A gorgeous cartoon platform game with incredibly cuddly graphics. 89%

7 ★ **PEBBLE BEACH GOLF** T&E Soft
This does everything you could expect from a golf game, and does it well. 82%

8 ★ **BULLS VS BLAZERS** Electronic Arts
A challenging and very playable basketball game from EA Sports. 83%

9 ★ **JIMMY CONNORS' PRO TENNIS TOUR** UBI Soft
Especially good fun with four players. 88%

10 ▼ **DESERT STRIKE** Electronic Arts
An extremely playable, sandy game with helicopters in. 90%

WWF Royal Rumble: This won't last you long, but you'll laugh.

Alien³: Excellent graphics and clever animation.

Jimmy Connors' Pro Tennis Tour: It's tennis Jim, but not as you know it.

UK IMPORT CHART

Compiled for *Super Play* by Console Concepts

1 **STREET FIGHTER II TURBO** Capcom (JAP)
2 **SUPER BOMBERMAN** Hudson Soft (JAP)
3 **SUPER FORMATION SOCCER II** Human (JAP)
4 **SUPER TURRICAN** Seika (US)
5 **SHADOWRUN** Data East (US)
6 **SUPER MARIO COLLECTION** Nintendo (JAP)
7 **BATTLETOADS** Trade West (US)
8 **WWF ROYAL RUMBLE** LJN/Acclaim (US)
9 **ALIEN³** Acclaim (US)
10 **POCKY & ROCKY** Natsume (US)

Street Fighter II Turbo: Faster and better-looking.

Battletoads: Challenging, and fun with two players.

The game that's been on everybody's lips for the past few months has finally arrived for the Super Nintendo on import – *Street Fighter II Turbo* lives up to the reputation of the first game, and then some. Our very own top Capcom freak Dan Jevons reviews this massive release on page 38 this ish. The *Super Mario Collection* shows its face as well, and does everything expected of it and more (see page 28, where we review it in-depth). Also reviewed this month is *Battletoads*, which was very successful on the Game Boy and NES, but is even better – if that's possible – on the Super NES.

JAPANESE CHART

Compiled for *Super Play* by Tai Ono

1 **SUPER FORMATION SOCCER II** Human
2 **SUPER BOMBERMAN** Hudson Soft
3 **SHOGI** Seta
4 **SUPER MARIO KART** Nintendo
5 **JAPANESE PRO MAH JONG** Athena
6 **SPACE BAZOOKA** Nintendo
7 **DRAGON BALL Z** Bandai
8 **FINAL FIGHT 2** Capcom
9 **SUPER TETRIS 2 + BOMBLISS** Bullet-Proof Software
10 **STARFOX** Nintendo

Super Formation Soccer II: Fun, but not very original.

Final Fight 2: Nothing here we haven't seen before.

Super Formation Soccer II storms into number one in the Japanese chart this month, which is a little surprising – for the reasons why, turn to our review of the game on page 48. *Super Bomberman* remains a firm favourite, which we'd heartily agree with, especially if you play it with a few friends. Scrolling beat-'em-up *Final Fight 2* has slipped down the chart somewhat, but remains popular in Japan still. And the Japanese seem to be nearly as obsessed with puzzle games as they are with RPGs (oh, all right, maybe not) – new one *Shogi* and old favourite *Tetris* feature, too.

AMERICAN CHART

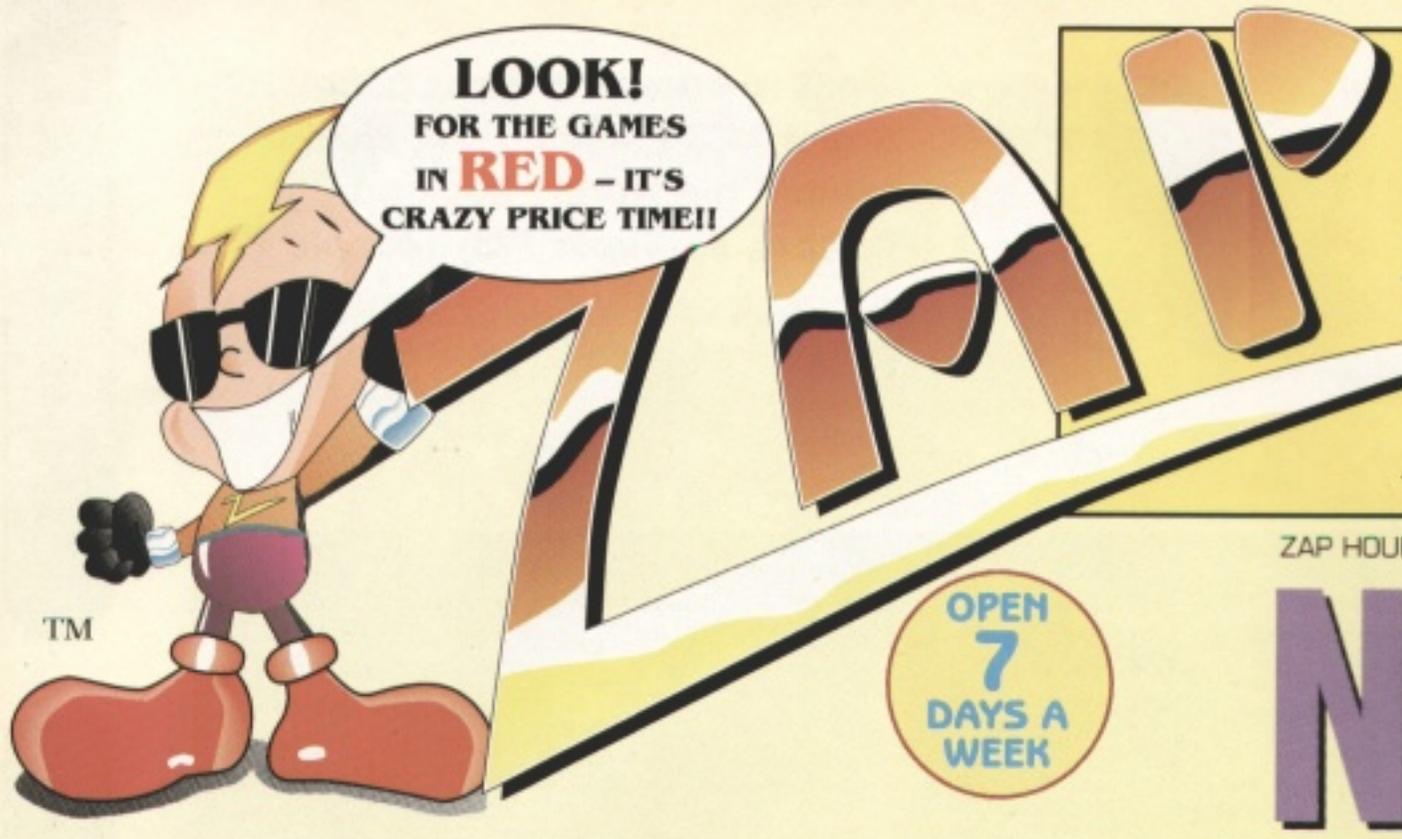
Compiled for *Super Play* by Woody Carter

1 **BUBSY** Accolade
2 **BATMAN RETURNS** Konami
3 **STARFOX** Nintendo
4 **STREET FIGHTER II** Capcom
5 **MECH WARRIOR** Activision
6 **FATAL FURY** Takara
7 **ALIEN³** Acclaim
8 **THE LOST VIKINGS** Interplay
9 **BATTLETOADS** Tradewest
10 **POCKY & ROCKY** Natsume

Bubsy: Cute, cuddly and very popular in America.

Mech Warrior: The nearest yet to an mobile suit sim.

Top of the tree in the American chart is *Bubsy In Claws Encounters Of The Furred Kind*, to give it its full title. To be honest, although it's a good solid platform game and very cute, we weren't that impressed with it – *Sonic* and *Mario* needn't worry about competition from this quarter. *Batman Returns* and *Street Fighter II* remain high in the charts, though *Street Fighter II Turbo* will probably see off the first game in the not-too-distant future. *Alien³* puts in an appearance this month, and is an enjoyable and accurate film conversion. Also new in this month is blaster *Mech Warrior*.



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He's dix centimes short of un appelle téléphonique. He's...

OUT TO LUNCH

You can go 'out to lunch' all around the world: Paris (left); Brazil (below left); Switzerland (below); and even ancient Greece (right)!

(Mindscape)

Out To Lunch got its name because it stars a character called Pière, who's a chef. (It's a sort of joke, you see.) He's got to dash about six countries, each of which have got eight levels, catching ingredients in a net and putting them into a cage. There are springs to bounce around on, lifts to go up and down on, mutant vegetables to avoid, flour bags to chuck about and – eek! – the evil Chef Noir to steer clear of. Far be it from us to pre-judge a game, but *Out To Lunch* does actually look really colourful and fun, and the music and animation is great. It comes out in about October, on an 8 Mbit cart.

Matt's Full House: The Winners!

(Well, some of them.)

You may remember – how could you have forgotten? – our giant competition from issue 8, laid out (for reasons that now escape us) in the style of a crap TV quiz show, with Jason, Sue and Jonathan as the contestants, and Matt himself as the smarmy host (a role that seemed to fit him like a glove, strangely enough). You've probably been eagerly awaiting the answers to the nine questions we asked you, too. Well, wait no longer! Here're the winners from the first question – we'll print the rest next month.

Question 1

The list price of a Volvo 940 2.3 SE is £16,995 (Jonathan got it right). The 50 winners of *The Lost Vikings* T-shirts are:

Mark Tadajewski of Loughborough, Leics; Greg Taussik, from Havant, Hants; Che Yen Yeung from Glasgow; Jaime McGuigan from Sunderland; Keith Fowler of Thetford, Norfolk; Wayne Fahy from Newbridge, Ireland; Matt Slocombe from Kingsley, Cheshire; Dylan White from Stroud, Gloucester; A Pounds-Cornish from Fareham, Hants; Daniel Sibley from Windsor, Berks; Sam Tsang of Ruislip Manor, Middlesex; David Kilburn from Barnsley; Martin Wilson of Yeovil, Somerset; Nick White from Maulden, Beds; Darren Betts-Graves from Wanstead, London; Matthew Robinson from Warrington, Cheshire; Steven Martin from Palmers Green, London; Liam Hurley from Edinburgh; Lewis Arnold from Hornsey, London; Peter Smith of Great Barr, Birmingham; Paulo Leal from Stockwell, London; Andrew Hides of Sheffield; Farhan Mashane from York; Albie Gaunt from London; Michael Skene from Aberdeen; Christopher Smith of Manchester; Denver Stewart of Greenwich, London; Kaiman Wong from Norwich, Norfolk; Joho Hall from Sunderland; Rhys Lewis from Carmarthen, Wales; M Rahman from London; Jay Taylor from Reading, Berks; A Sandford from Ashton-u-Lyne, Lancs; Kevin McKenna from Southampton; Thomas Whittock, from Treharris, Wales; Anthony Toole of Chelmsford, Essex; Quang Luu from Manchester; M Cheung from Manchester; Wendy Lobban from Wakefield, W Yorks; SS Kilcoyne from Sheffield; Andrew Hamilton from Sunderland; Adam Brunt from Godalming, Surrey; Jimmy Ward of Cuddington, Bucks; Arran Spencer from Swindon; Alistair Young from Elton, Scotland; Christopher Wood from Todmorden, Lancs; Andrew Karatsis from Greece; Gary Cooper of Sandbach, Cheshire; Lee Fielding from Fulham, London; and finally Rajeev Shukla from Derby.

DATEBOOK

***Super Play*'s (almost) complete listing of every game coming out on the SNES in the next few months.**

MONTH	DATE	GAME TITLE	GAME TYPE	PUBLISHER	COUNTRY
August	5	Super Nobunaga	wargame	Koei	Jap
August	6	Sword World SFC	–	T&E Soft	Jap
August	6	Oonita Atsushi	–	Pony Cannon	Jap
August	6	Holy Sword Legend	–	Squaresoft	Jap
August	6	Super Power League	–	Hudson	Jap
August	6	Kunio Ken's Dodgeball	sports	Technos	Jap
August	6	J League Soccer	sports	Namcot	Jap
August	10	Super Horse Racing	sports	I'Max	Jap
August	13	Super Tom & Jerry	platform	Hi Tech	UK
August	25	Thoroughbred Breeder	sports	Hect	Jap
August	27	Osamu Higashio's Super Pro Baseball	sports	Tokuma	Jap
August	27	Emperor Ju's War Story	–	Enix	Jap
August	late	Mother 2	RPG	Nintendo	Jap
August	late	Sailor Moon	beat-'em-up	Angel	Jap
August	late	X-Zone	shoot-'em-up	Kemco	Jap
August	late	MVP Baseball	sports	Acclaim	Jap
August	late	Destructive	shoot-'em-up	–	Jap
August	late	Striker	sports	Elite	UK
August	late	The Blues Brothers	platform	Titus	UK
August	–	Super Chinese World 2	RPG	Culture Brain	Jap
August	–	World Heroes	beat-'em-up	Sunsoft	Jap
August	–	Super Slapshot	sports	Altron	Jap
August	–	Kinesis	–	Altron	Jap
August	–	NFL Football	sports	Konami	US
August	–	Zombies Ate My Neighbours	shoot-'em-up	Konami	US
September	10	Final Fantasy Mystic Quest	RPG	Squaresoft	US
September	17	NFL Football	sports	Konami	Jap
September	17	Final Set	sports	Forum	Jap
September	19	Torneco's Great Adventure	–	Chun Soft	Jap
September	22	Augusta Masters 2	sports	T&E Soft	Jap
September	24	Arcus Spirits	RPG	Sammy	Jap
September	24	Go! Go! Dodgeball	sports	Pack In Video	Jap
September	24	Darius Force	–	Taito	Jap
September	early	Solstice 2	RPG	Sony Imageworks	Jap
September	early	War Years Legend	strategy	Data East	Jap
September	early	Thunderbirds	–	Cobra Team	Jap
September	mid	SD Gundam 2	shoot-'em-up	Angel	Jap
September	late	Caesar's Palace	casino	Coconuts	Jap
September	late	Might & Magic 2	RPG	Elite	UK
September	late	Phalanx	shoot-'em-up	Kemco	UK
September	late	Super Air Diver	shoot-'em-up	Kemco	UK
September	late	World Hero	beat-'em-up	Kemco	UK
September	–	Super Putty	platform	System 3	UK
September	–	James Pond's Crazy Sports	action	Storm	UK
September	–	Shadowrun	adventure	Laserbeam	UK
September	–	First Samurai	platform	Kemco	UK
September	–	Lagoon	RPG	Kemco	UK
September	–	Torinea	–	Yanoman	Jap
September	–	Harry The Chemist	–	Altron	Jap
September	–	Volley Ball Nippon Cha Cha Cha	sports	Pack In Video	Jap
September	–	The Super Business Adventure	strategy	Yoltaka	Jap
September	–	Japanese Pro Wrestling	sports	Varie	Jap
September	–	Classic Road	–	Victor	Jap
September	–	Holy Striker	–	Hect	Jap
September	–	Ghost Sweeper	–	Bandai	Jap
September	–	Ranma 1/2	RPG	Toho	Jap
September	–	Mario Is Missing	educational	Mindscape	UK
September	–	Cal Ripkin Jr Baseball	sports	Mindscape	UK
September	–	Super Putty	platform	US Gold	US
September	–	ABC Monday Night Football	sports	Data East	US
September	–	Super Troll Island	platform	American Softworks	US
September	–	Mech Warrior	shoot-'em-up	Activision	US
October	1	Jurassic Park	action	Ocean	UK
October	15	Shogi	–	Pony Cannon	Jap
October	22	Last Shot	–	Sammy	Jap
October	early	SD Fatal Fury	beat-'em-up	Sammy	Jap
October	early	T2 – The Arcade Game	shoot-'em-up	Acclaim	Jap
October	late	Battle Master: The Ultimate Warriors	–	Toshiba	Jap
October	–	Out to Lunch	platform	Mindscape	UK
October	–	Macross Scramble Valkyrie	–	Zamusu	Jap
October	–	Desert Fighter	shoot-'em-up	Seta	Jap
October	–	Utopia	strategy	Epic/Sony	Jap
October	–	Super 3D Baseball	sports	–	Jap
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October	–	Super Solitaire	board game	Laserbeam	UK
October	–	Super Battleship	–	Mindscape	UK
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October	–	Wing Commander Secret Missions	shoot-'em-up	Mindscape	UK
October	–	Lester The Unlikely	platform	DTMC	US
October	–	Arcus Odyssey	RPG	Renovation	US
October	–	Dream Probe	action	Renovation	US
October	–	The Journey Home	RPG	Renovation	US

SUPER PLAY Interview

JULIAN EGGEBRECHT, Factor 5

By Jason Brookes

Julian Eggebrecht (above) and his first Super Nintendo game, the highly compressed *Super Turrican*.

Julian Eggebrecht is managing director of Factor 5, one of Germany's most important programming teams, perhaps best known in the UK for the *Turrican* games. With *Super Turrican* – their first, though by no means last, SNES release – having just appeared (see last issue), we spoke to him about the game, their future plans, and the Super NES scene in Germany...

FOLLOWING OUR SUPER TURRICAN REVIEW LAST ISSUE, WE CHAT TO CREATOR JULIAN EGGEBRECHT OF FACTOR 5 ABOUT DEVELOPING FOR THE SUPER NINTENDO

Q Julian, you've been making games for years, so how come you've never got round to publishing yourselves?

A I guess we're just developers at heart – the business side of the industry will always come second. It suits us, because in many ways it means less risk – if one publisher goes down the drain, we can always take our stuff to another one. The problem is that publishers get all the money! Just joking – even as a developer you can make some decent cash.

Q How has developing a Nintendo game been different from working with a European Amiga publisher? Is *Super Turrican* your first project for a Nintendo console?

A We've only done Amiga and ST stuff before, so yes, *Super Turrican is* a departure for us, though basically there's no difference on the development side. The big thing is that you're under much more pressure to turn in an excellent game with Nintendo – when you're working for a good Japanese company, you can't get away with the average European standard of game. The whole working relationship with the bigger publishers is generally more exhausting and difficult, but can also be much more rewarding.

Q When did work on *Super Turrican* begin, and how long did the whole project take?

When we first saw *Super Turrican* we couldn't believe it was only 4 Mbit. Now that's impressive!

A We started to come up with development hardware in March 1992, but the actual programming began a couple of months later, when our guys had finally figured out all the possibilities and restrictions of the Super NES. The game was finished in December 1992, so it took eight months.

Q The *Turrican* games on the Amiga tended to provoke a very mixed response. Some people (myself included) loved them for their technical slickness, challenge and certainly their music, while others (including some of the other guys on this magazine) disliked them, reckoning the games are too sprawling and unfocussed. How do you react to this?

A Some of the game design of the Amiga *Turricans* was forced on us by the abilities of the machine. We deliberately designed a game with huge searching parts and only a few big, detailed graphics, because that was perfectly suited to the Amiga (and the C64, which you must remember we had to do versions for too).

That said, though, at the time we did them, we certainly weren't as experienced at game design as, say, the top Japanese guys. Though most of the reviews I've seen – including in the UK – were very good, we did criticise it a bit ourselves. Even while we were doing the Amiga version, we knew we could do much more with the character, given a decent hardware platform and a bit more experience.

Q Why is the Super NES game only 4 Mbit? Do you think that some people are now using 16 Mbit when they don't really need it?

A A game like *Street Fighter II* could definitely have been done in 12 megs, but who cares? If you don't have the cost restrictions that we had – and Capcom don't have *any* with that title – you just don't care about compression techniques. We were forced to do *Super Turrican* in 4 Mbit (we would have loved 8 Mbit), so we did it.

'The challenge for us now is to introduce players to the real *Turrican*.'

Q How difficult was it compressing the game into 4 Mbit?

A *Super Turrican* is probably one of the most compressed games ever. It must be – everyone keeps telling us that it looks like 8 or 12 meg! We're happy with our compression technology, and reckon it must be amongst the best on consoles.

Q What's the difference between *Super Turrican* on the Super NES and *Turrican 3* on the Mega Drive?

A *Mega Turrican*, as *Turrican 3* is now called, is very different to the Nintendo version. We tried to use all the capabilities of each machine to the maximum, so our designs for each were tailor-made for their respective systems. The Super Nintendo one took advantage of the machine's awesome graphics and sound hardware, while the Mega Drive one relies on the faster processor of the Sega. We think they're both equally good, just very different.

Q Assuming the SNES version is a success, will we ever see the new version (*Mega Turrican*) or another version of the game on the machine?

A Actually, we're currently working on *Super Turrican II*, which will be 12 meg (we hope it will look like 24 meg, or a CD game!), have dozens of new features, and will hopefully make *Super Turrican* pale by comparison. It should be finished in March '94, so you'll just have to wait a while and enjoy the first game.

Q So just how important is the *Turrican* character to you?

A The game was successful on the various computer formats, but when it first appeared on consoles we had some really terrible luck, with poor conversions by Accolade which almost destroyed the character. The challenge for us now is to introduce players to the real *Turrican*, our *Turrican*, and hopefully get rid of those bad memories.

Q What would be your idea of a really exciting project to work on?

A Well, we'd love to do a *Zelda*-style role-playing game. We love the complex, yet easy-to-control, way the plots of the *Zelda* games unfold, and the fantastic ideas they contain. Give us one year and enough money and we'd love to try that type of game! Also on the 'want to do' list is something in 3D using the Super FX.

Q Who do you think makes the best SNES games in the industry?

A Nintendo, no doubt about that. Nobody has managed the variety of different game styles the 'Big N' has done so perfectly. We especially admire the talents of Shigeru Miyamoto, the father of *Mario, Zelda* and *Starfox*. He's an inspiration to us!

Q Are you involved in any CD development? Would Chris Hülsbeck do the soundtrack?

A I can't really comment on that, but yes – if we did, Chris would do the music!

Q Finally, anything else in the pipeline for Super Nintendo?

A As I said, there's *Turrican II*, but we do have another project that involves a very popular movie character. Sorry, I can't say more, but these non-disclosure contracts can get really nasty...

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This is simply the most incredible month reviews-wise. Not only do we have the eagerly awaited *Mortal Kombat*, and the incredible *SFII Turbo*, we've got this too – the best Nintendo cart there's probably ever been. After all, all four games on this cart are cast-iron classics.

It's really true! Press START, and this is what you'll see – the boxes of the four original NES *Mario* games. Scroll to the one you want, press START again and you'll find the game of your choice perfectly reproduced. *And* – while the games play as well as they did on the NES, the graphics and sound have been re-done from scratch.

ALL ABOUT MARIO

***Super Mario World* players will know just how to handle Mario. While the games have got bigger and more convoluted over the years, the chubby little fellow at the heart of them has remained just the same.**

At the start of each game Mario's absolutely tiny. One brush with a baddy and he's dead.

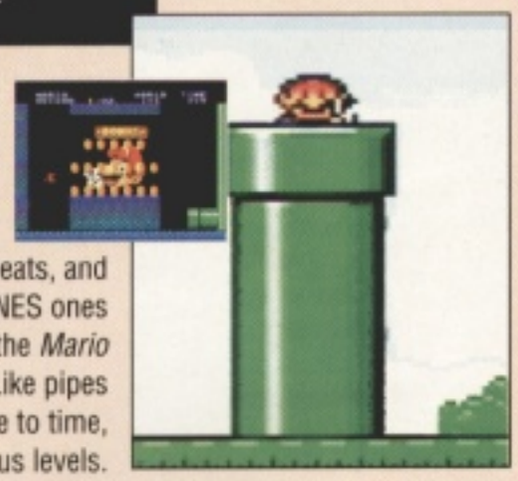
But if he picks up a mushroom – woomph! – he turns into Super Mario, which means a) he's bigger, and b) if he hits a baddy he turns back into ordinary Mario rather than dying. Oh, and c) Super Mario can smash blocks.

And if he picks up a flower, his clothes change colour and he's able to launch fireballs at baddies. (Except in *Mario Bros 2*.)

Japanese Release

Game: Super Mario Collection (US/UK title: Mario All-Stars)
Publisher: Nintendo
Developer: In-house
Price: Approx. £70
Release: Out now (US: TBA/ UK: September)
Players: 1 or 2
Cart ROM: 16 Mbit

All the NES originals were missing battery back-up. The *Super Mario Collection* rectifies this by giving each game four back-up slots (making 16 positions altogether, full-picture fans). They work in the same way as the back-up on *Mario World*.



Mario games are absolutely chocka with bonus screens, short cuts and cheats, and all the original NES ones are present in the *Mario Collection*. Like pipes which, from time to time, lead to bonus levels.

WARNING!

The *Super Mario Collection* won't work on a UK machine, even through an adaptor. So if you haven't got a Japanese or US machine, you'll have to wait for the UK release around September.

SUPER MARIO COLLECTI

SUPER MARIO BROS

The Hammer Brothers appear occasionally and throw hammers at you. Gits.

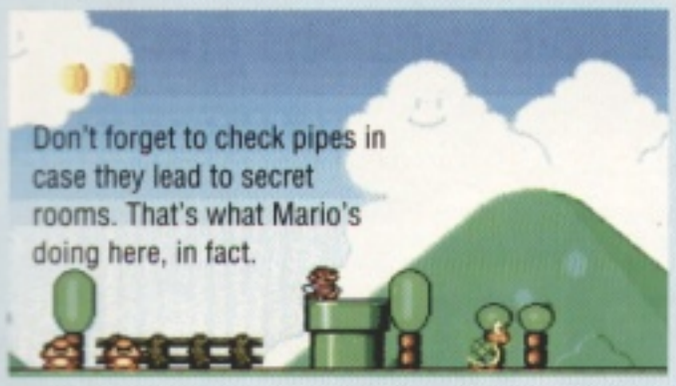
There are underwater swimming bits, of course. Glug glug!

Oh good. And here's Bowser. (Or is it? The plot is subtler than you might imagine...)

THE STORYLINE

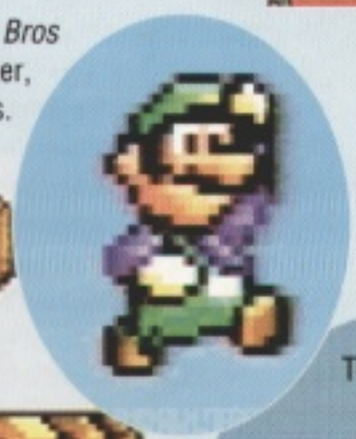
Here's how the Mario legend kicks off. We're in the Mushroom Kingdom, a peaceful place ruled by the Mushroom King and his daughter, Princess Toadstool (or Daisy, if you're playing the Japanese version). Or at least, it's peaceful until King Bowser comes along (Koopa in Japan), takes over the kingdom, captures the Princess, and turns everyone into blocks and plants. It's Mario to the rescue, of course.

This is it – the game that started it all, way back in 1985. It's small by the standards of more recent *Mario* offerings, but it introduces all the major gameplay elements. There's Mario himself, of course (looking slightly different to the way we know him today), there's the simple, flat-looking graphics, the coins to collect, platforms to leap across, koopas and goombas to avoid, and (yes!) secret passageways and bonuses to find. Power booster mushrooms turn Mario into Super Mario – the first of assorted power-ups that crop up in the Mario games – while fireball firing and extra lives are available as well. Also familiar to players of *Super Mario World*, or the other more recent games, is the complicated points system, with many characters earning you different points depending on how they're killed, and completed levels earning different amounts depending on factors like how fast you manage it.



Don't forget to check pipes in case they lead to secret rooms. That's what Mario's doing here, in fact.

Don't forget that two-player *Super Mario Bros* games let player two control Mario's brother, Luigi, with him and Mario taking it in turns.



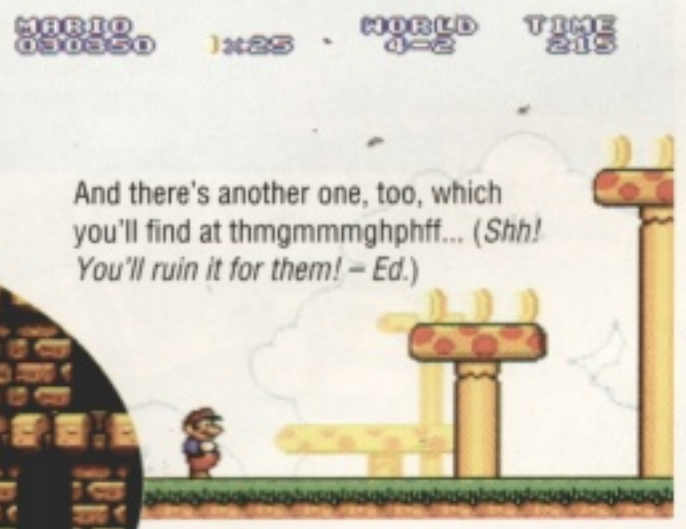
There's a whole family of dastardly (but cute) baddies to take on, all loyal to Bowser.

MARIO: THE SECRET BITS

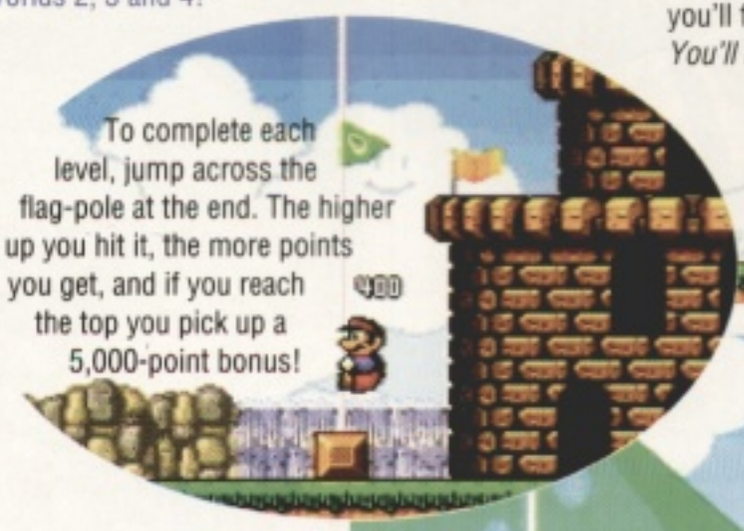
Even the first *Mario Bros* game is packed with little tricks and secret features, the most useful of which are the warp zones. They aren't too tricky to find if you apply a little lateral thinking...

You'll then be able to jump straight to Worlds 2, 3 and 4!

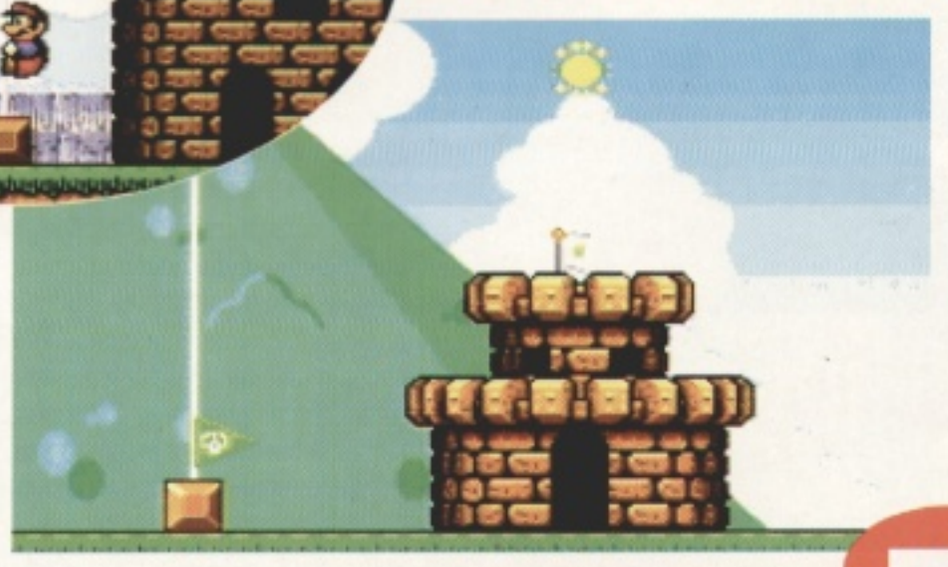
The first is right at the end of World 1-2, past the flagpole and everything. To reach it, break through the ceiling, just like this.



And there's another one, too, which you'll find at thmgmmmghphff... (*Shh! You'll ruin it for them! – Ed.*)

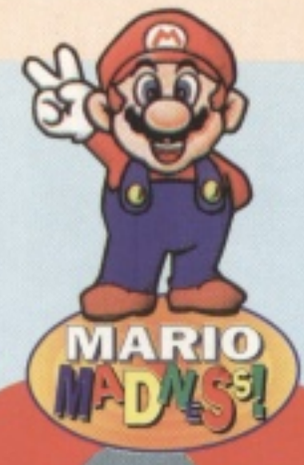


To complete each level, jump across the flag-pole at the end. The higher up you hit it, the more points you get, and if you reach the top you pick up a 5,000-point bonus!



Oh, and if you hit the pole when the last digit of the timer is a 1, a 3 or a 6, you'll get 1, 3 or 6 little fireworks going off! (One of which you might just be able to make out here. Sort of. It's that yellow thing.)

SUPER MARIO BROS 2



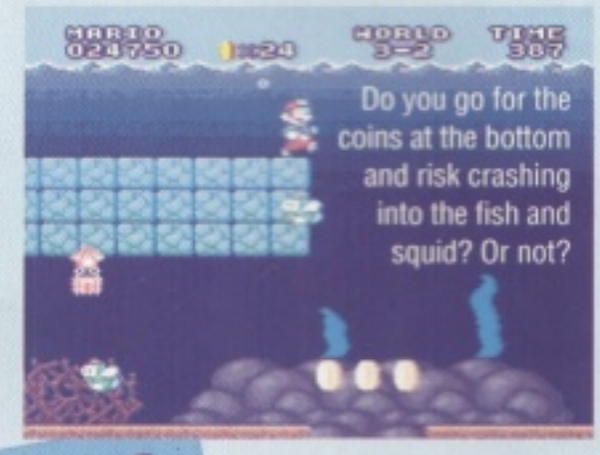
(US Title: The Lost Levels) THE HORRIBLY HARD SEQUEL

The storyline

Actually, the Mushroom Kingdom can't be that peaceful. Not with Bowser popping up every five minutes to steal the Princess and mutate ordinary citizens into bricks. Yes, he's back, and he's determined not to let Mario (or Luigi) scupper his plans a second time. Having seen what the little fellow can do, Bowser has beefed up his defences and ordered his army to take no nonsense.

As far as Japanese players were concerned, the second *Mario Bros* game followed on from the first in 1986, and is basically a toughened-up version of the original (for 'super players'). In many places it really is quite harsh – long steep platform jumps to make, low passages that reduce your jumping ability, and a rather less generous occurrence of power-ups. Sometimes you won't be able to progress at all without finding hidden blocks. You'll also need to keep your eyes peeled for traps: In an enclosed space, those rebounding Koopa shells are more dangerous than the Koopas themselves.

Other than the highly-increased difficulty, this is very much like its predecessor, with eight worlds of four similarly-designed levels to finish, each one against the clock.



Do you go for the coins at the bottom and risk crashing into the fish and squid? Or not?

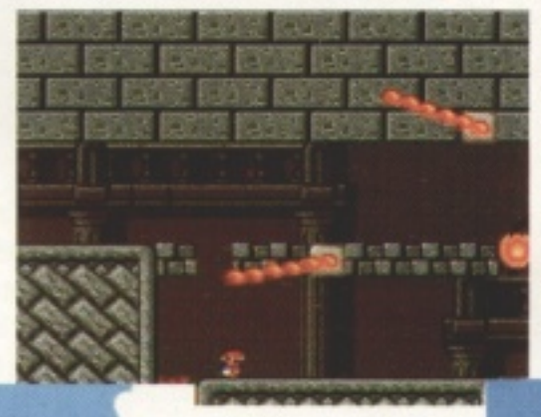
We liked that 'select game' screen so much that here's another picture of it. Doesn't it look terrific? We think so.

Will you go for a one-player Mario game, or a two-player Luigi game? Tricky, eh?

It's sink or swim in this underwater section. But things seem to be going just swimmingly for Mario. Water star. Um... (*Close the door on your way out, please – Ed.*)

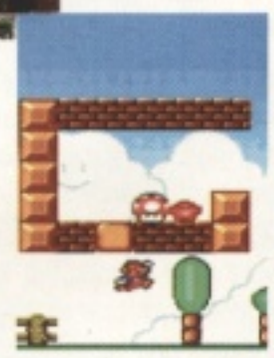
IT'S SO, SO DIFFICULT

If you romped through *Mario 1*, the sequel should slow you down, if not stop you in your tracks. The same stuff that made the first game fun have been used towards a much more sinister purpose: Making you curse till you cry...



Bowser's well-protected lair, replete with flame gates and lava pits. A bit of wallpaper, or stripped pine, would make all the difference.

And here come the decorators. Those flying hammers come thick and fast, so put an end to their careless throwing as quickly as possible.



Who put up that shelf? The juicy mushroom power-up seems inaccessible. You'll have to use your head to work out how to get to it.

Nietzsche once said 'Look into the abyss, and the abyss looks into you'. He was probably stuck on this gaping chasm in *The Lost Levels*.

You'll recognise all these situations from *Mario 1*, only this time they're a lot, lot, lot, lot, lot, lot, lot, lot harder.

SUPER MARIO USA

(US Title: Super Mario Bros 2)

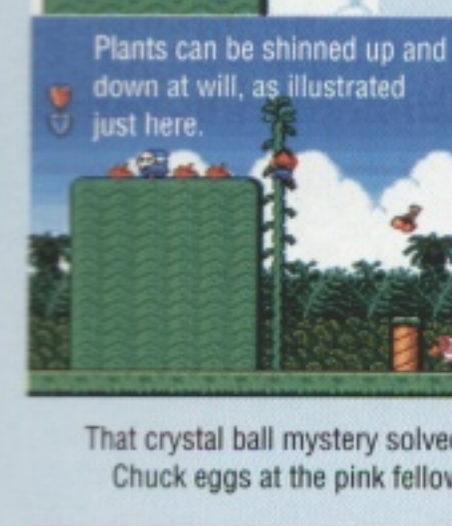
THE AMERICAN ODDITY

The storyline

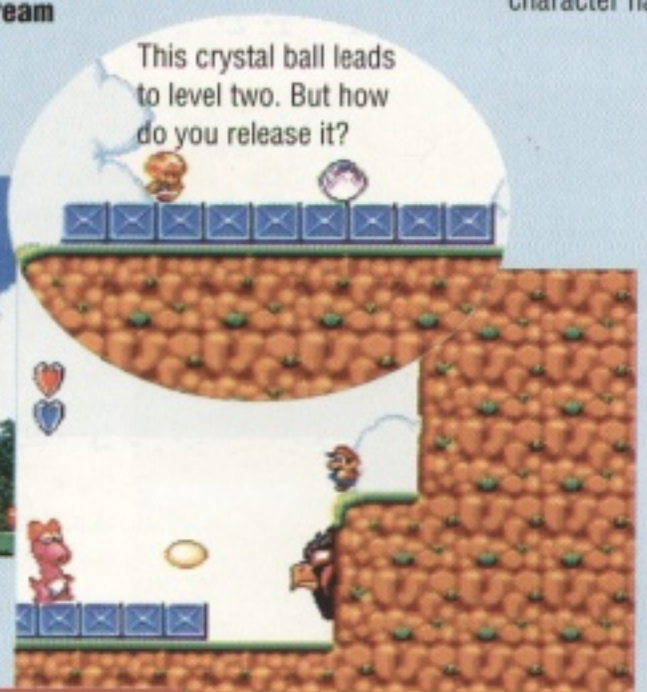
This is the game known as *Super Mario Bros 2* in the States, though in actual fact it's merely a modified version of a Japanese thing called *Doki Doki Panic* – a similar sort of platform game, but one which originally bore no relation at all to the *Mario* characters or universe. In this one Bowser has gone – instead the main baddy is someone called Wart, who's terrorising a world called Subcon using monsters that he has created in his dream machine. This time there's a choice of four characters to control – Mario, Luigi, Toad (the guy wearing a mushroom hat) and Princess Toadstool – who you can swap between levels. *Super Mario USA* is a one-player game only.

Subcon is sub-divided into seven worlds, adding up to 20 levels in all, and is generally a much simpler thing than other *Mario* games – there are no points and no timer, for instance. Much emphasis is made on jumping between platforms, and each character has his own strengths and weaknesses in this department – Luigi is normally a better jumper than Mario, for instance, but weakens badly when he's carrying something. The game features a number of new gameplay elements – a Flying Carpet crops up on level 1.2, for example – which isn't surprising, given the game's origins.

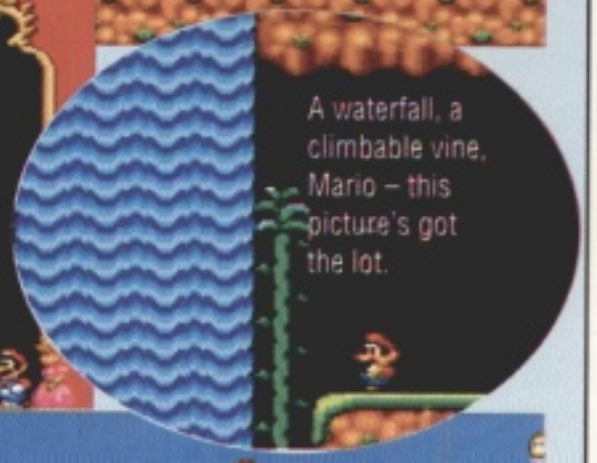
Though a good – and challenging – game, *Super Mario USA* is arguably the weakest part of the *Collection*. Still, there's no shame in it, considering the quality of the competition on show here.


The game kicks off with some dismal flip-screen scrolling.

Plants can be shinned up and down at will, as illustrated just here.


This crystal ball leads to level two. But how do you release it?

That crystal ball mystery solved: Chuck eggs at the pink fellow.


A waterfall, a climbable vine, Mario – this picture's got the lot.

Above: Another vine-climbing shot.
Right: The game betrays its non-Mario origins with this flying carpet.

DOING IT THE USA WAY

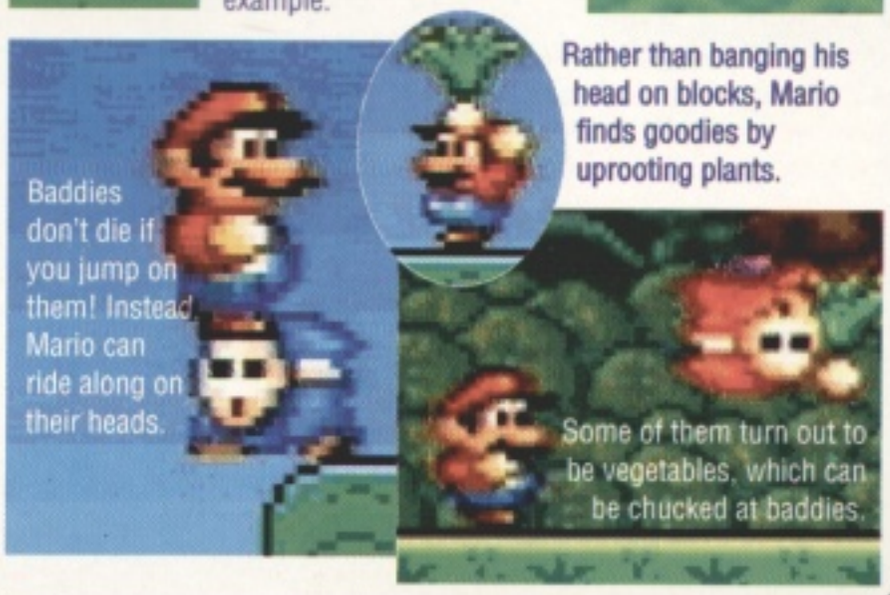
***Super Mario USA* is organised very differently to the others, so it might be best to forget everything we've just told you about them.**

The big difference is that, as well as Mario and Luigi, you can play the game with Princess Toadstool or Toad. Each time you start a new level or lose a life this screen appears and you can switch characters. It's best to stick with Mario, though – the others come in handy from time to time, but Mario's the best all-rounder.

Differences are apparent throughout the game. Mario starts a level as Super Mario, for example.

As soon as he gets hit he turns into ordinary Mario.

When he gets hit again you get this odd little animation.


Baddies don't die if you jump on them! Instead Mario can ride along on their heads.

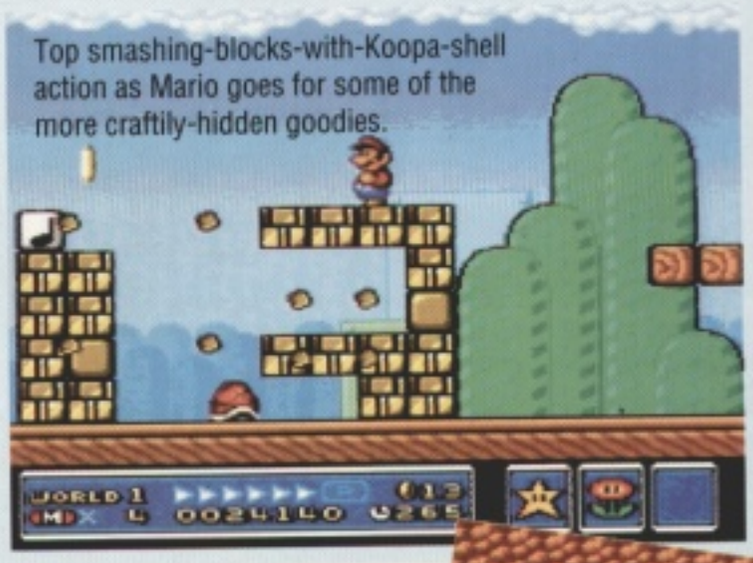
Rather than banging his head on blocks, Mario finds goodies by uprooting plants.

Some of them turn out to be vegetables, which can be chucked at baddies.

Thanks to Console Plus, (0532) 500445, for supplying us with the *Super Mario Collection* cart.

SUPER MARIO BROS 3

The best game ever? IN THE WORLD?


Top smashing-blocks-with-Koopa-shell action as Mario goes for some of the more craftily-hidden goodies.

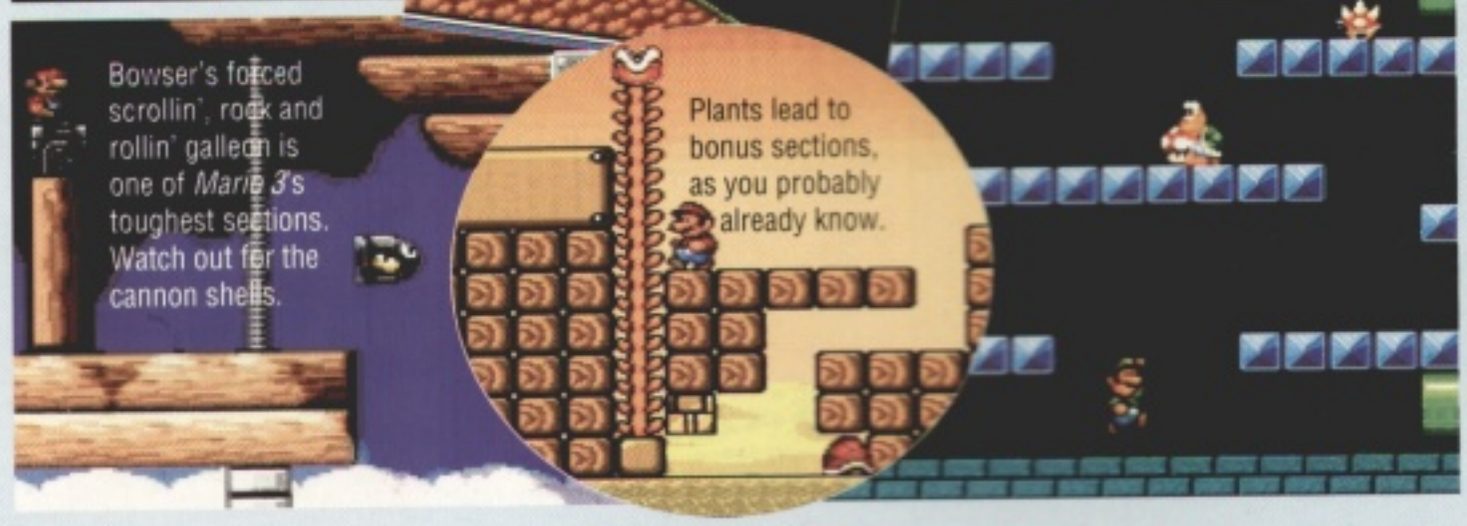
The storyline

Bowser's back for *Mario 3* – and how. This time he's not just after the Mushroom Kingdom, but the whole Mushroom World too. Bowser and his seven evil kids(!) have stolen the magic wands from each country in the Mushroom World, and used them to transform the kings into beasts. Once again it's Mario (or Luigi, the Princess or Toad) who must save the day.

Super Mario Bros 3 is generally reckoned to be the best of the *Mario* games (yes, even better than *Super Mario World*!), and has to be good enough to justify the price of this cart on its own. It's huge, for a start – eight worlds made up of 56 levels – and it adds lots of new elements to the gameplay. One big thing is the new powers our hero has, for instance. One power-up turns him into Raccoon Mario, able to fly (don't ask why) and kill enemies with his tail, a 'Fire Flower' turns him into the fireball-throwing Fire Mario, while Statue Mario (invulnerable, but also, sadly, immobile) and the swimming Frog Mario also turn up on occasion.

Other new bits? Well, there's Toad's house, which you can visit to pick up important tools, and something called a 'Space Panel', where additional Marios are awarded to players who correctly match rolling portions of a picture.

Yikes! It's half of the Hammer Bros. A Hammer Bro, then.


Bowser's forced scrollin', rock and rollin' galleon is one of *Mario 3*'s toughest sections. Watch out for the cannon shells.

Plants lead to bonus sections, as you probably already know.

BATTLE MODE
As well as the usual taking-it-in-turns two-player game, there's also this fabulous head-to-head thing, modelled on the very first ever *Mario Bros* game.

Hurrah! World 2 completed, and the king safely returned to his throne. The UK version won't have all the Japanese text. (Obviously.)

JONATHAN SAYS...

The only thing I don't quite understand about the *Super Mario Collection* is why nobody in this country seems that excited about it. (Apart from us.) For the last few months it's been *Street Fighter II Turbo* this, *Street Fighter II Turbo* that, and ne'er a mention of what I (personally) reckon is a much more appealing game. The Japanese have got the right idea – they've been going potty about the *Collection* ever since news broke of its imminent release (though still not quite as potty as they have about blimming *SFII Turbo*). But by far the worst are the Americans. Until the Chicago CES they didn't seem to have even *heard* of it, and even now they're barely mentioning it.

Anyway, here I am, being excited. And – blimey – is the *Super Mario Collection* worth buying or what?

The best thing about *Mario* games has always been the massive amount of quality playing time they provide. Graphics have tended to fall by the wayside a little (without ever being bad as such), and they've never tried to impress with technical wizardry, instead placing the emphasis on giving you loads to do, and new things to discover at every step. So in buying the *Collection*, you'll be buying 16 Mbits of pure, unadulterated fun. No space is wasted on flashy intros or digitised sound effects. In fact, it's hard to think of a better-value game than this, even at the grotesque prices some are charging.

And all of the four games are well worth having. *Mario 1* is short and simple, but it's just as packed with little tricks and secrets as every other *Mario* game. *Mario 2* is, erm, a bit hard. In fact, I couldn't get very far with it at all. But I can imagine that, if I managed to play right through the first game, the second would be just the job to refine my playing skills still further. *Mario USA*? I know everyone keeps saying things like 'it's not as good as the other games', but I actually enjoyed it a lot, and I'll definitely keep playing it till I finish it. And finally there's *Mario 3*, which is simply superb. If you've never played it on the NES, you could quite happily treat it as *Super Mario World 2*.

Finally, full credit must go to Nintendo for making a top job of the conversion. From the vastly improved graphics and sound to little things like the title screen and the useful battery back-up, no effort has been spared in making sure you won't regret buying the *Collection* – even if you've already played the games to death on the NES.

For me this is the best Super Nintendo release yet – better than *Starfox*, and (eek) better than *Street Fighter II Turbo*. I'm really very excited about it indeed.

● Jonathan Davies

As the *Mario Collection* progresses, Mario himself gets more and more capable. And in *Mario Bros 3* he's at the very peak of his career. (Except for in *Mario World*, maybe.)

Well, for one thing he can smash blocks and kill baddies with his tail. And for another, he can glide about. They mocked Davey Crockett, but he might just have been onto something...

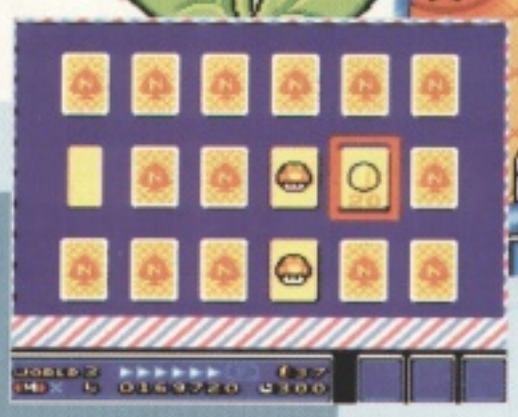
In addition to all the things he could do in the earlier *Mario* games, by picking up a leaf he can turn into Raccoon Mario, complete with fluffy ears and tail. (Erm...) But why? What could he possibly hope to gain?

And there's Frogsuit Mario, too. To be him you'll have to get a card on the map screen.

But you can fly without the raccoon suit, too, using the power meter...

Simply, run along (holding 'Y') till the meter charges right up, jump and – crikey – you're flying! (But not for very long, though.)

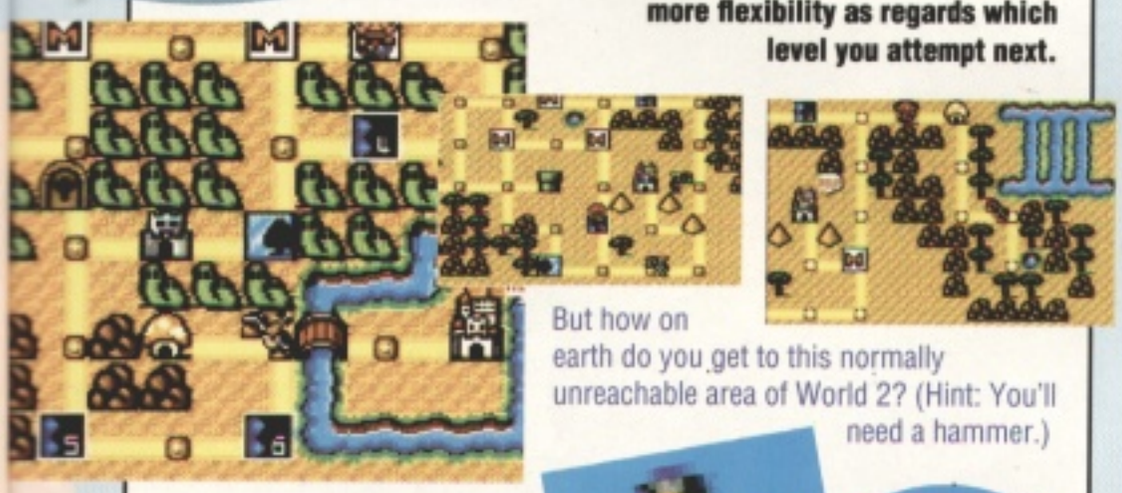
There are billions of bonus games and secret rooms, like this fruit machine-style bit...



...Toad's House, where you can open one of the three chests for a bonus item...

...and this card-matching game. (Clue: The cards are always laid out in one of eight different ways.)

Another now-familiar Mario element introduced in *Mario 3* are maps – one for each world – which allow a bit more flexibility as regards which level you attempt next.



But how on earth do you get to this normally unreachable area of World 2? (Hint: You'll need a hammer.)

And you can pick up objects during the game which can be used on the map screen. Many allow you to start levels with Mario's special abilities – invincibility, raccoon suit, etc – already in place.

GOOD, BAD OR UGLY?

It's hard to know exactly what to say about this. It's obviously incredibly good value – four huge games on one cart just have to be worth having, after all – and is equally obviously of immense historical importance. These are the games that Nintendo's original success was built on, really, and even if – in the cold light of the present day – they were to turn out to be really not all that good after all, this cart would still be worth having and playing for its very significance alone.

But, of course, they're not weak – not by any stretch of the imagination. They are, in fact, very good indeed. The original *Mario* was the first console game I ever really got into, and seeing it again here – but looking better than ever – is very welcome indeed. *Mario 2* is new to me and – I don't mind admitting – a bit too tough (I've left the bulk of it for later), but the bits I *have* played are just like a clever rejig of the original game (and none the worse for that). Both games look excellent – the new backgrounds, parallax scrolling and so on make them at least the equal of *Super Mario World*. The *Mario USA* thing is, without doubt, the worst game on the cart, with fairly ugly shift-scrolling making it look slightly amateurish, but it's still much better than an awful lot of much more recent platform games I could mention. And then there's the masterful *Super Mario Bros 3*, which hasn't been visually revamped as extensively as the first two games (and so, oddly, now *looks* inferior to its prequels), but plays like a bast. This is without doubt – I'll shout that – WITHOUT A SHADOW OF A DOUBT worth the cost of the cart on its own, making the entire package a must-buy of *Jurassic Park*-style proportions.

The only problem with all this, of course, is that I can't really think of anything negative to say about the *Collection* at all, and yet I don't feel like I'm really doing my job if I don't. Here, then are a few things about the *Super Mario Collection* that, if not actually *bad*, a few players might find a bit, well, strange.

For a start, the games are scrupulously fair – and how many can you say that about? – with no platforms you can't see that you have to jump onto, or traps that kill you with no warning at all. Collision detection is pixel perfect throughout, too, meaning that when you're hit, you're hit. And, as there's no such thing as an energy bar in any of the *Mario* games (when something touches you, you're dead, unless you've boosted yourself to Super Mario or whatever) this can lead to an awful lot of frustration (but with yourself, rather than with the game). Good job all these games are generous with their continues, eh?

In fact, I can't really emphasize this too much – these games are hard, much tougher than such cute, innocent exteriors would suggest. There are plenty of bits here – especially on the rock hard *Mario 2* – that'll have you tearing your hair out in frustration. If you're easily annoyed, you might find them almost more than you can bear.

But that really is it for anything approaching complaints. This is a cart that looks good, feels exactly right to play (the controls and so on are perfect throughout) and will last a very long time – people finish even great games like *Starwing* in a few hours, but there'll be none of that here. This will last you until the nights start drawing in and the leaves start falling, *at least*. When you think that you're getting three of the greatest video games of all time on one cart (plus *Super Mario USA*, which might not really be that brilliant, but is, at least, an amusing oddity), you really would be totally mad not to buy it.

● Matt Bielby

GRAPHICS	SOUND	GAMEPLAY
90%	88%	96%
GAMELIFE	OVERALL SCORE:	96%
97%		

VERDICT: Come on – you know what this bit's going to say, don't you? Buy this cart! NOW!

MORE MARIO

Miyamoto speaks

Spectacular though it is, the *Super Mario Collection* is only one of a host of *Mario* products due for release soon which, along with the *Mario* movie, will give the character exposure like nothing before. Over the page we review *Yoshi's Cookie* and *Mario Is Missing*, but first, a talk with Shigeru Miyamoto, and previews of *Mario & Wario* and *Yoshi's Road Hunting*...

FX Trax, the second Super FX game, is still only half finished – but is starting to look good. It'll be easier than *Starfox*, according to Miyamoto.

Shigeru Miyamoto, the 40 year-old creator of the 100 million-selling *Mario*, and, perhaps, Nintendo's greatest asset.

Shigeru Miyamoto is one of the most important game developers who ever lived – arguably the greatest of them all – and deserves to be credited with much of Nintendo's success. He's directly responsible for the creation of Mario and the development of the *Mario* series of games, as well as other major Nintendo properties, including the *Zelda* series, *Pilotwings*, and many more. Current projects include overseeing the development of *FX Trax* (the new Super FX chip game) amongst others. Recently he spoke about the release of the *Super Mario Collection*, the *Mario* movie, and the future of Nintendo games...

ON THE SUPER MARIO COLLECTION

'The main thing we set out to do with the *Super Mario Collection* was retain the look and feel of the earlier games, but make slight changes and additions. It's these improvements over the originals that make the *Collection* so appealing, I think. Generally, however, the *Mario* games remain the same. Of course, the most noticeable improvements are the prettier graphics – especially on *Super Mario 1* & *2*. On the first *Mario* game some of the stage backgrounds were sheer black or blue at times, so making those more interesting is a big improvement. On the other hand, the original *Super Mario 3* had good graphics to begin with, so there's no dramatic change there. We actually got stuck naming the *Super Mario Collection* – we couldn't choose between 'Super Mario All Stars' (the US name) or 'Mario Zanmai', a name derived from the project name, 'Super Mario Zanmai'. It didn't really matter in the end, of course – eventually we went for something else entirely.'

***Super Mario USA* and *Mario 3*: Two NES classics now sitting pretty on the *Super Mario Collection*.**

ON THE MARIO MOVIE

'Movie conversions of cartoon characters can be worrying – they're not always accurate, and they can distort or even ruin people's image of the original. The interesting thing about this film is that Mario is played by an actor and not an animated sprite, and I'm relieved to hear that the director hasn't distorted the Mario image. I'm pleased the film has been classified PG too. It's said to contain things which are not really 'Mario', but then, it *is* only a movie.'

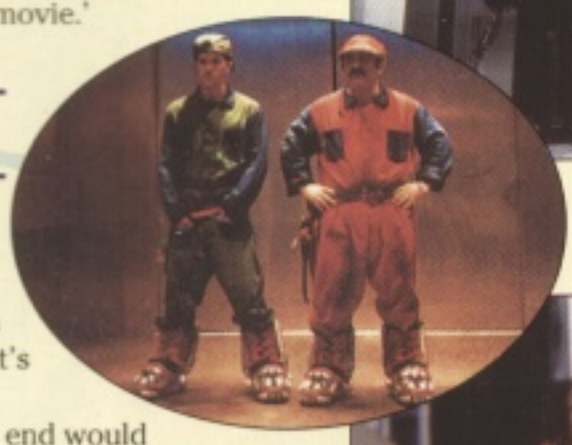
ON FX TRAX

'The project I'm working on at the moment is *FX Trax*, the driving game first shown at the CES this Summer. It's far from complete, but releasing it before the year's end would have been made much more difficult if we hadn't displayed it at CES at all. It's very rare that we exhibit work as unfinished as this. A more complete version will be shown in August, and we hope to release the game by Christmas in Japan.

The big difference between this game and *Starfox* is that we've attempted to make this one as enjoyable as possible for *all* gameplayers. Many people found the first Super FX game (*Starfox*) too hard, but with this one we're aiming at everyone, so the game has to be of only average difficulty to play. Once the majority of games players have experienced the Super FX, only *then* can we cater for more 'veteran' gameplayers with games like *Starfox* – I think we got the releases the wrong way round this time. We've two or three more FX games in the pipeline, too, and hope to release another one early next year.' *(See the Peter Main interview on page 66 of this issue for more on all this – Ed.)*

ON THE FUTURE

'As always, software must remain the main thing. We have to be constantly releasing new software, and maintain the number of 'breakthroughs' in standards of quality and originality that we've managed up until now. I don't want to sound as if I'm abandoning the FC/SFC, which have grown strong and fast over the years, but I *do* think we [Nintendo] should explore new concepts and types of media. One example is CD-ROM, which enables animated graphical sequences and has the potential for much more. Obviously Nintendo isn't going to abandon its established customer base, but I do think our future lies in new systems that will take consoles into the next century.'



Mario, Luigi (left), the koopas (above), and Daisy and Yoshi (below) all look rather different in the *Mario* movie...

'Still, at least the film has been classified a PG,' says Miyamoto, wary of what Hollywood might do to his baby.

TO COME!

Nintendo are making 1993 the year of the plumber!

Yoshi's Road Hunting

Yoshi and Mario star in a new Super Scope release – the first to put you onto a scrolling road at the same time as having you blast things!

Up until now most Super Scope games have been very disappointing – limited, as they are, by the very simplicity of their design (I mean, how intricate can you get with the idea of shooting things as they appear on screen?), and the general lack of imagination exhibited by the programmers who worked on the first batch of games. *Yoshi's Road Hunting* (our literal translation of the Japanese name – the American and British versions will be called *Yoshi's Safari*) is different – now that the Super Scope is on sale in Japan, they've hauled in the big guns, development-wise, to make damn sure it's a real success.

There are two big differences between this new game and existing Super Scope releases, of course, both of which become immediately obvious as soon as you see the game. For a start, this doesn't feature the faceless robots of a *Battle Clash*, or (thank goodness) the purple space moles of a *Mole Patrol*, but Yoshi, Mario and their chums – immediately recognisable and appealing characters. You play the part of Mario, riding on the back of Yoshi and armed with (yes!) a Super Scope – you can see the back of Yoshi's head in the middle of your screen throughout the game, and his face as he looks around with sad eyes when he gets hit.

The game's map screen looks and feels very similar to those in previous *Mario* games.

The other difference is that this isn't a straight fly-into-the-screen shoot-'em-up, or a simple watch-as-the-baddies scroll past one – as the other Super Scope games have been – but a much more complicated state of affairs. Yoshi is moving down a scrolling road, you see – you can't control his movement directly (you're too busy holding a big plastic light gun to do any of that, remember?), but it does make for a much more interesting game than previous Scope things.

Some of the baddies you and Yoshi will encounter in *Road Hunting* are very recognisable – take these Koopas (above), say, or Wendy O (far right).

The rolling road affair in *Road Hunting* is very reminiscent of *F-Zero* at times, created (as it is) in Mode 7.

It's not just our two heroes who've been taken from the *Mario* mythology, however – you're going to recognise Koopas, Bullet Bills, Goomas, Wendy O Koopa and the like from previous *Mario* games too. Rarely have some of these guys been seen in so much detail before. Add to that pretty backgrounds, clever end-of-level bosses, and the familiar *Mario* map screen, and you've got a very interesting release. The Super Scope may not be quite such a dead duck as we thought, after all...

● ***Yoshi's Road Hunting* is now available on import (no UK release yet), and we'll review it next issue.**

Mario & Wario

Mario, Luigi, Yoshi and the gang have been blinded by Wario (Mario's evil counterpart, first seen in the Game Boy release *Mario Land 2*) – and you, as a good fairy, have to guide them to safety!

Mario & Wario was this year's surprise at the Summer CES show – nobody had heard anything about a new *Mario* platform puzzle game, and yet here it was, fully formed, and sitting pretty waiting for a release. (Of course, that release won't be until the whole excitement about the *Mario Collection* dies down, which – for this country anyway – means a few months at least.)

Mario & Wario looks (kinda) like a better version of old Jaleco arcade game *Rodland*, and plays like a smaller-scale version of *Lemmings* – in it you don't get to control Mario or any of our other heroes, but a small fairy (a new character) who manipulates the platform environment through which they're blindly wandering. The evil Wario, you see, has placed buckets and things on their heads (apparently Mario and co can't just lift them up with their hands), so it's up to you (the fairy) to guide them through various hazardous levels to the safety of each 'Goal.' As you'd expect from a *Mario* game, all sorts of bonuses and weird things (some obvious, some not) await to be discovered – one of the big surprises being the game's control system. No, not the Super Scope, but the Nintendo mouse, first introduced with the art package *Mario Paint*. From the (admittedly fairly short) time we've spent playing the game, it works well too.

● ***Mario & Wario* will be available in Japan during August (again, no UK release yet), so, with luck, we'll be reviewing it next issue.**

Like previous *Mario* releases, *Mario & Wario* is a platform game, but not like the sprawling things we've become used to...

Instead it's a much more precise, puzzle-based thing, rather like *Lemmings*. You control a little fairy, but get to pick which character you direct on the far left screen.

YOSHI'S COOKIE

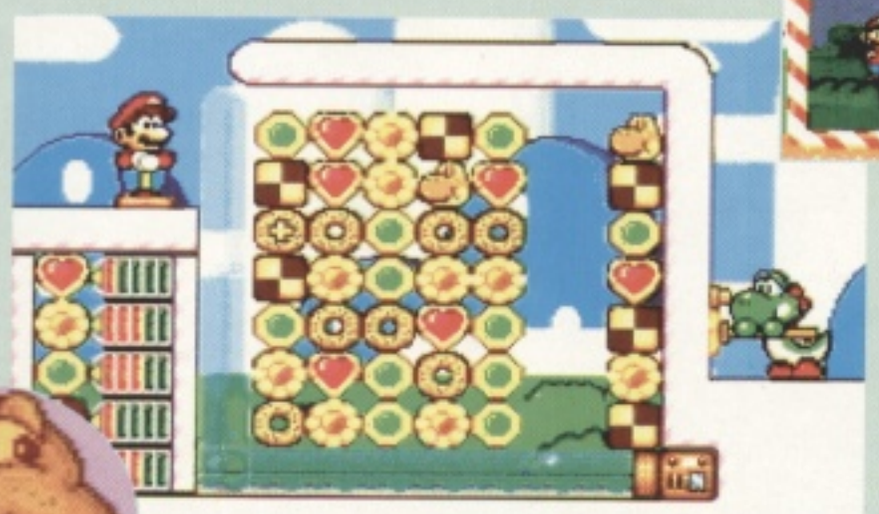
The idea for *Yoshi's Cookie* comes from the designers of *Tetris*, so comparisons beg to be made. Just how tasty is it, under all those crunchy choccy chips?

Japanese Release

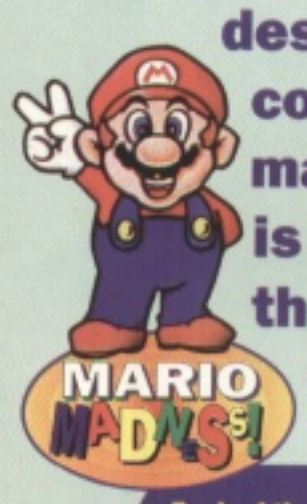
Game: Yoshi's Cookie
Publisher: Bullet-Proof Software
Developer: In-house
Price: £39.99
Release: Out now
Players: 1 or 2 players
Cart ROM: 4 Mbit

You have a choice of three speeds to play at on the options menu.

Bowser's attacks are strongest, but Yoshi is the best choice for beginners. Of course.



The basic idea of the game is to line up cookies of the same type, horizontally or vertically, by rotating the rows and columns. When a line of identical cookies has been made, it disappears. This earns you a Yoshi Cookie, which can be used as a 'wild card' to complete any other line, or to 'attack' in the Vs game.



Each of the three games on this cart uses the same simple device in a slightly different way.

The Action game requires you to dispose of all the cookies before the screen fills up. Extra cookies are constantly being added, so you have to act fast.

In the Vs option you can take on another player or the computer in a race to score points. A line of Yoshi cookies allow you to use the 'attack' in your message window.

The Puzzle option challenges you to clear all the cookies from the screen in a limited number of moves, but as you progress it's more a matter of trial and error.

The 'Attack' allows you to mix your opponent's cookies and cover their screen. If the fuse timer burns out, the cookies crumble!

GOOD, BAD OR UGLY?

When Bullet-Proof Software came up with the basic idea behind this puzzler, they took it to Nintendo and cut themselves a deal – Nintendo would publish the Game Boy and NES versions, Bullet-Proof would retain the rights to the SNES one, and all would be jazzed up by the addition of Mario's little green pal and a bunch of tasty biscuits. *Tetris* may have exploded in popularity despite remaining defiantly gimmick-free, but lightning of that sort was unlikely to strike twice – or so Nintendo assumed, and probably rightly. Far better for them to tack on some guaranteed-appealing characters, and double the game's chances of success.

So, underneath all the Yoshi paraphernalia, how good *is* it? Well, for a start, dismiss any idea that this game might be as original as *Tetris*. Like *Wordtris* et al, this is more of a 'variation on a theme' than anything – many elements from the classic puzzler and its derivatives appear here. That in itself is not a criticism, but this lack of originality does, to some extent, equate to a lack of excitement.

Of course, that doesn't mean this isn't quite a strong little title – it is. Think of *Yoshi's Cookie* in terms of a simple game that's easy to play, has a number of excellent little touches, and boasts presentation well up to the standards of the other spin-off *Mario* games, and you won't go far wrong. Its big weak spot is that, though the different ingredients and game modes provide a decent amount of variety, I don't believe it possesses the long-term addictiveness of its famous relation. Above all, I am worried about the gameplay depth it offers: Once you've learnt the few basic rules of cookie-crunching, it's down to quick reactions rather than clever strategies. I don't see how anybody (child prodigies notwithstanding) could really decide upon an 'optimum' move at the pace this requires, meaning luck tends to take far too important a part in proceedings.

That all said, of course, the Vs mode will probably extend *Yoshi*'s gamelife somewhat – two-player options are welcome as ever – and the computer-controlled Bowser *does* make a truly formidable adversary. All in all then, this is a yummy snack, but rather light.

● Zy Nicholson

GRAPHICS	SOUND	GAMEPLAY
75%	80%	68%
GAMELIFE	OVERALL SCORE:	
60%		76%

VERDICT: A well-presented, but simple, puzzle game that maintains the quality of the *Mario* line. But it's the variety offered by the three gameplay options, rather than any inherent depth to the game itself, that will decide its longevity.

Thanks to Console Plus, (0532) 500445, for the loan of this cart.

MARIO IS MISSING

Mario Is Missing is remarkable in several ways. It's one of the first _Mario_ games not to be published by Nintendo, it's the first _Mario_ 'edutainment' title, and it's the first game to star Luigi.

UK Release

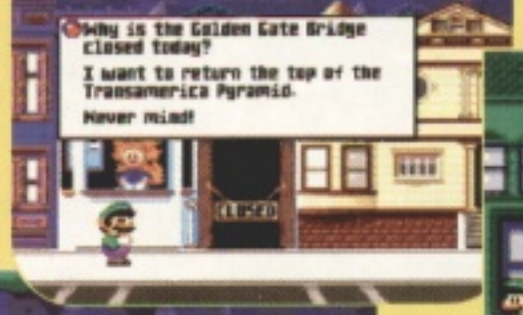
Game: Mario Is Missing
Publisher: Mindscape
Developer: In-house
Price: £49.99
Release: September
Players: 1
Cart ROM: 8 Mbit

The first thing that strikes you about _Mario Is Missing_ is that the graphics are just right – as if Nintendo did them. The plot has Bowser and the Koopas turning their attention from Mario's fantasy world to the real one. They've captured Mario and started stealing the world's treasures – and only Luigi (with help from Yoshi) can stop them!

Luigi must travel round the world from city to city (using these doorways), discovering what famous artifacts are missing from each, learning a bit about them, and then searching the various Koopas that roam each town's streets till he finds the one who nicked it. Return three lost items in each town and Luigi gets to travel to the next one.

SAN FRANCISCO: A SAMPLE QUEST

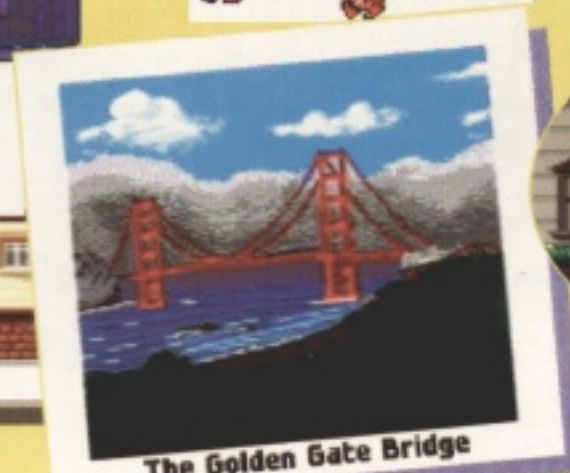
You go along to the Golden Gate bridge, but – oh no! – part of it's been stolen!



You've got to search the town, jumping on Koopas to see who nicked it.

Back to the tourist office, using the map.

But they won't accept the bit back without asking you a few questions. (Hope you were paying attention before.)



You can take a photo of the complete thing.

Now you can escape with Yoshi down a time portal.

GOOD, BAD OR UGLY?

There are two big problems with most 'edutainment' products. One, of course, is that they're deadly boring for most adults to play – being repetitive, and heavily geared towards drumming information into kids – and the other is that they're often sloppily put together, and don't really work as games.

Happily, at least one of these doesn't hold true of *Mario Is Missing*. There's nothing actually physically wrong with the way the gameplay works at all. The graphics look just right (though Luigi seems to be in his 'green Mario' phase here, rather than the taller, thinner, more individual character we've come to know more recently), the game layout is easy to understand and get to grips with, and the factual information that is the game's raison d'être all seems present and correct (you'd be surprised how many 'educational' games cock this bit up). There's hardly anything here we haven't seen before in previous *Mario* games (though the way he can run in and out of the screen is new, and works quite well), but once you've got your mind around the fact that individual Koopas are meant to have nicked things the size of the ceiling from the Sistine Chapel (and larger) and have got them in their pockets, the game design hangs together quite well.

The other problem with educational games is harder to ignore, however. There does seem to be an inordinate amount of walking around in here, and that can soon get boring – as can the fact that you've got to search lots of cities to complete the game, and as each one offers you basically exactly the same challenge, an adult's interest level is likely to flag fairly fast. You can't pick the city you want to explore either (or, at least, I couldn't) which is fine, except it means a parent won't be able to get their child to play through the Paris level in preparation for a trip to France, for instance. As the game has battery back-up (thank goodness), perhaps the best plan of action here is to play it in little chunks with your kids (say a city or two at a time) – with a bit of luck, that way nobody will get bored too quickly.

● Matt Bielby

GRAPHICS	SOUND	GAMEPLAY
75%	65%	55%
GAMELIFE 70%	OVERALL SCORE:	70%

VERDICT: One of the better entertainment/education carts we've seen, and no disgrace to the *Mario* mythos, but, from an over-eight-years-old perspective, it suffers from traditional edutainment problems – chiefly that as a game it's too repetitive. You do get to learn lots about historic sights though.

Thanks to Console Plus, (0532) 500445, for the loan of this cart.

STREET FIGHTER II TURBO

Japanese Release

Game: Street Fighter II Turbo
Publisher: Capcom
Developer: In-house
Price: Between £80 & £170(!)
Release: Out now (US: 8 August/UK: October)
Players: 1 or 2 simultaneously
Cart ROM: 20 Mbit

It's here – the new, improved, 20 Mbit *SFII Turbo*. This has to be the most eagerly awaited game of 1993, and little wonder – *Turbo* is faster and better-looking than *SFII*, has lots of new moves and more characters. It just *has* to be a must-buy – or does it? Are these changes enough to justify existing *SFII* owners paying up to £170 for it?

Chun Li's new outfit and fireball (as seen on *SP9*) look great.

STREET FIGHTER II: A BEGINNER'S GUIDE

If you haven't had your head hidden in the sand somewhere for the last four years, you must have heard all about *Street Fighter II*. The premise is simple – select a character from a choice of eight (or now, in the new version, 12) fighters, then fly around the world beating up the other ones (one at a time, naturally). The secret of *SFII*'s success lies in the incredible complexity and depth of gameplay hidden just beneath the surface of what looks like a very basic one-on-one format, accessed using a multi-directional six-button control technique. Practice with your favourite fighter and you'll soon start to learn his/her secret moves, strengths, weaknesses and 'combos' (combinations of moves) that will allow you to battle your way through your rivals to victory and the infamous 'World Warrior' title.

NB Even though this is the Japanese version, we'll use the more familiar UK/US names for the boss characters throughout the review.

Fight!

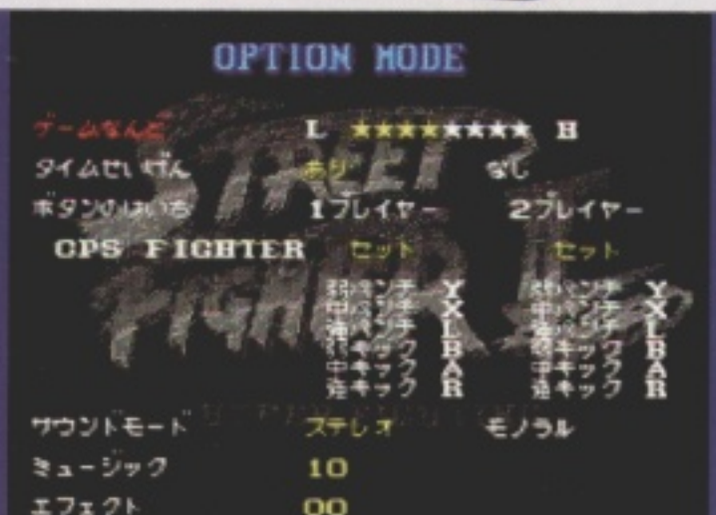
Each fight consists of three rounds (or more if a double knockout or draw occurs), with the object of each round being to deplete your opponent's energy bar. When you have scored two victories, he/she is beaten and you move onto the next opponent; lose two rounds and it's 'game over, man'.

So what's new?

When placed next to the original SNES *SFII*, you'll notice two things about *Turbo* instantly. Firstly, the speed has been substantially increased: Select 'Turbo' mode and you have a choice of five speeds, ranging from 'British PAL crawl' to the 'Blink and you're dead' arcade *Turbo* speed. Secondly, and some would say more importantly, your character selection has been expanded to include the final four divas in all their glory. Hurrah!

OK, what else?

As fans of the *SFII Turbo* coin-up will know, the good news doesn't stop there. Ability-wise, all of the 12 fighters have been evened out, creating a fairer fighting environment (a big criticism of the original game was that some characters were much tougher than the others). Damage levels have been decreased, staminas have been adjusted, speeds have been altered and moves have been added to give all those previously 'naff' characters a fighting chance. Also, the game mechanics have been tightened up, allowing for fewer 'cheap' moves (ie, easy to execute, but powerful, ones), and promoting a generally more skillful fight. Double Hurrah!



OPTION, OPTIONS, OPTIONS: Turbo vs Champion Edition

Street Fighter II Turbo actually offers two new playing modes, based on the two official specially upgraded arcade versions of the game (there are also pirate upgrades of the arcade machine knocking about, but they don't concern us here). One of the playing modes is based on *SFII Champion Edition*, the first of the upgrades to appear, while the other is, of course, the even-better *Turbo* version. When you first boot up the cart you are presented with the choice of either playing the game in Normal mode (ie *Champion*), Turbo mode or the Vs mode. Normal and Turbo modes represent the varying speed differences, while the Vs mode simply allows two players to continually fight each other, with a handicap if necessary. The options contain the familiar difficulty setting and button configuration of the original, but this time with pretty stars instead of numbers.

Okay, I'll give you all that, and?

And? And the game's been given a cosmetic overhaul too. Graphically all the fighters have been refined to make them look older and tougher, especially Blanka (who Capcom thought looked too cuddly in the original, and now returns sporting a mean spike cut and square jaw).

Particular attention has also been spent on developing the game's many background locations, with each country now having a distinctly different look from the original (for instance, Ryu's stage is now set at night, complete with bats flapping around). The sound has been improved too, with more speech and effects, and it's now all in stereo. You can perform a special move on the left side of the screen, and hear the accompanying sound effect coming from the left speaker. And to top it all, Capcom have gone to the trouble of adding the barrel-dropping bonus round found in the arcades. Triple Hurrah and a Wa-hey!

RYU

The reigning champion of the original Street Fighting tournament returns once again for another bout of death-dealing mayhem. With a new colour scheme and some mean stubble, Ryu remains one of the most versatile and effective fighters. His Cyclone Punch (Fireball) and Dragon Punch manoeuvres are quick to access and have devastating results, while his power and speed are among the best. While Ryu has no new moves to speak of, he can now perform his Hurricane Kick in mid-jump, giving him an extra boost of air time to surprise airborne opponents.

Ryu, always one of the strongest *SFII* characters, has been little changed for the new version.

It's Ken vs Ken for a tough, close fight.

KEN

Like Ryu, Ken can perform the new aerial Hurricane Kick manoeuvre, as well as the Fireball and Dragon Punch special moves. In *Turbo* the differences between Ken and Ryu have been exaggerated – Ryu's hits do more damage, while Ken's Dragon Punch has a much wider range. It's down to personal preference which one you decide on.

Ken is now less of a Ryu-clone than he was in the original version.

All the World Warriors feature new alternative colour outfits.

CHUN LI

Chun Li boasts perhaps the most noticeable new move in the game – she now tosses lethal blue fireballs (see the cover of *SP*9). And, as if that wasn't enough, she has a new Head Press too, a quicker Hundred Foot Kick and the ability to perform her Spinning Bird Kick in the air (tricky!).

Cuddly old Blanka has been beefed up visually, and his abilities have been improved too. He's now one of the stronger fighters.

and stops dead (rather than rebounding), so he can attack straight after rolling. He also has a new diagonal Cannonball Roll (great for nailing aerial attackers or dropping in on projectile-throwing opponents), while his Electro-shock is quicker, does more damage and is harder to stop. Even Blanka's stamina has been increased.

BLANKA

The Amazonian man-beast is back, bringing with him a host of upgrades. Blanka's Cannonball Roll now inflicts double damage, is faster,

Dhalsim can now teleport himself behind his enemy!

just at the pinnacle of a jump. His speed and power have been increased more than any other character, and his grabbing range and throw prerogative is still the best in the game.

DHALSIM

Dhalsim's been sharpening up on his meditational skills, and as a result can now teleport to behind an enemy to take them by surprise! Also, his useful Yoga Spear and Yoga Torpedo are now instant, rather than being limited to use

Dhalsim's now a much tougher fella.

BONUS BONANZA

As you battle your way through the various fighters in *Street Fighter II Turbo* you come across three bonus stages, allowing you to take a break from the scrapping whilst collecting some serious points. The brick- and car-smashing sections from the ordinary *SFII* are joined by the barrel-breaking round that was found in the original arcade version, but never made it to the SNES. Until now, that is. Unfortunately the flaming barrel bonus round is still missing, but its absence is hardly noticed amid the carnage.

New to the Super NES is this barrel-breaking bonus round from the original coin-op.

ZANGIEF

Like Dhalsim, Zangief's been significantly improved to make up for his previous weaknesses. His Spinning Clothesline can be activated at two different speeds, and he can now move whilst doing it! Anyone who tries to Fireball Zangief is in for a nasty surprise! His Spinning Piledriver range has been increased, as has the damage it does and the speed Zangief moves at. It'll come as a surprise to all Zangief regulars, but he's now one of the most powerful fighters.

Zangief is now much faster!

E HONDA

Tougher than Arnie and fatter than Homer Simpson, E Honda returns with all new moves and a bigger belly. His Sumo Torpedo is so fast it can be used in combos, as can his new Sump Splash: a combination of Torpedo and Bum Drop (!) which provides temporary invincibility and travels at 45°. Edmund (as his friends call him) can also now move whilst performing his Hundred Hand Slap, while his increased speed lets him corner opponents as he does it. Look out, Chunners! Nobody's going to recover very fast from one of Honda's Bum Drops – especially not a skinny thing like you.

Edmund Honda is another big, but now much faster, character.

GUILE

It's bad news for Guile fans: The military man remains much as he was in the *Champion Edition*. Which is still cool, 'cos he was ace then. New to the SNES, however, are Guile's Charging Knee and double hit Flash Kick, as well as an ultra-fast and ultra-slow Sonic Boom.

Tough guy Guile's been toned down a bit – he was just *too* damn good in the first game.

BALROG

NEW CHARACTER

Or M Bison, depending on which copy of the game you get. The American boxer (bearing more than a passing resemblance to a certain M Tyson) has one new move: A Super Turn Punch which, when charged, can knock off up to 50% of an opponent's energy bar. And you can keep attacking while you store it up! He retains his Charging Punch and Dashing Uppercut, as well as a new grab-and-head-butt attack.

Wham! A big punch from Balrog can halve an energy bar.

Boxer Balrog is, of course, a parody of Mike Tyson – hence the Japanese know him as M Bison, as seen here.

In the UK and Japan, though, fear of legal action led to a name switch for three of the bosses.

MATT SAYS...

Street Fighter II Turbo **is an absolutely stunning game – I'm not going to dispute that for a minute. However, it does have one fault that Dan hasn't mentioned here – perhaps hasn't even noticed – and I feel duty-bound to point it out. It's simply this – the ordinary *Street Fighter II* was a game that perhaps only mildly impressed when you first played it, but just got better and better as you got more into it, learning all the moves and subtleties and so on. *SFII Turbo* is the same, but more so. Remember, *Turbo* started life in the arcades as an upgraded machine to test those *SFII* experts who'd more-or-less mastered the original – it was never really meant for beginners to pick up and get into, but for real gamefreaks to graduate to after playing normal *SFII*. It's the same with Capcom's almost arcade-perfect Super Famicom conversion. This is a great game, but bound to be frustrating for non-experts – especially if you're playing in Vs mode against someone who knows the moves inside out.**

That's it, really. I think this game is brilliant – joint equal best release of the year (with the *Mario Collection*, of course), for my money – but some people are going to get far more out of it than others. It's like a Porsche 911 Turbo – fast as anything on the road if you're used to driving it, but perfectly capable of biting the hand that feeds it, swinging round like a pendulum and ending up backwards in a ditch if you're not. Or something.

● **Matt Bielby**

STOP PRESS

MODE 7 presents... THE FIRST EVER TURBO CHEATS!

This is an exclusive Mode 7 News Flash, bringing you word of two special codes we have already (already!) discovered for *SFII Turbo*! (We were going to put them in the ordinary Mode 7 section next month, but we couldn't wait!) Here's the first one: When the Capcom logo appears, using joypad one input the normal Capcom cheat of DOWN, 'R' button, UP, 'L' button, Y, B, X, A to disable all special moves! And, on joypad two, wait till the Capcom logo's gone then input the same code to extend the normal five speed levels on the Turbo mode to 10! If either of these codes have worked you'll hear a chime. Remember: *Super Play* is first with all the news that counts!

NEW CHARACTER

VEGA

Or Balrog if you buy Japanese. The Spanish bullfighter again remains much the same as he did in *Champ*, but he's all new to the Super NES. His off-the-wall attacks, like the Barcelona Drop and Swan Dive, are deadly, and his Tumbling Claw Roll has a much larger range, delivering up to five hits and a possible re-dizzy! Golly! Vega is the fastest fighter of them all.

The incredibly fast Vega can throw himself off the fence!

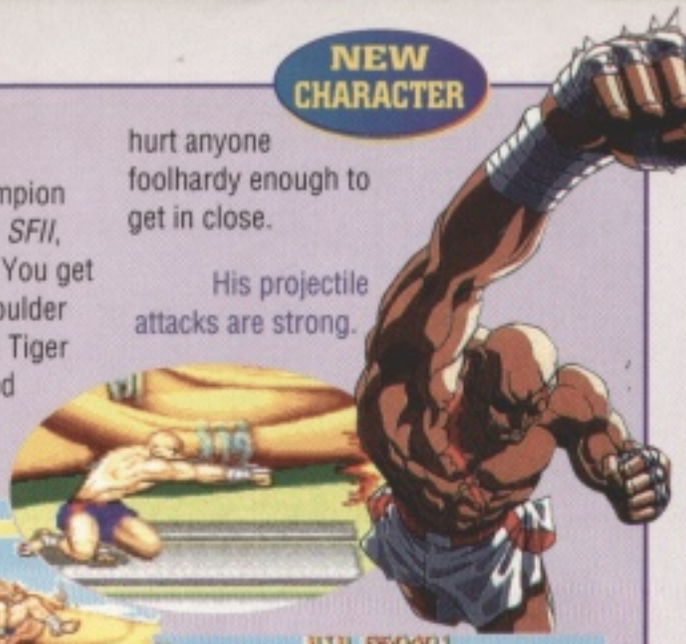
Those claws pack a deadly punch!

NEW CHARACTER

SAGAT

The previous *Street Fighter* champion was defeated by Ryu in 'normal' *SFII*, and is out for revenge in *Turbo*. You get to help him, thanks to a new shoulder throw, Tiger Knee and improved Tiger Uppercut, which can't be stopped in mid-move. He also has twin Height Projectile attacks, and packs a powerful enough punch to hurt anyone foolhardy enough to get in close.

His projectile attacks are strong.



Sagat's got a number of new and much improved moves.

M BISON

Or Vega in the Japanese version. The Grandaddy of all fighters, hard as concrete and cooler than ice cream. Yet here in the *Turbo* edition he's actually been toned *down* a bit. His Flaming Torpedo delivers fewer hits if blocked, his Scissor Kick can be stopped with a Crouching Jab and his Head Stomp is much slower. He's still tough, but it's not as easy to perform his 'cheap' moves, and his infamous re-dizzy combo is completely gone.

Bison's scissor-kick is still a bit of a toughy to avoid, however.

NEW CHARACTER

Ultra-hard man Bison isn't as tough this time.

Stuck on SFII Turbo? THEN CHECK OUT NEXT ISSUE!

Bound lovingly to the front of next month's *Super Play* comes a specially prepared 24-page *Street Fighter II Turbo* booklet – your complete playing guide to the fabulous new version of the world's favourite beat-'em-up. Learn how to get the most from each of the established characters' new abilities, plus how to best use the newly-controllable bosses. You can't afford to miss it!

GOOD, BAD OR UGLY?

I have to admit, the announcement of a Super NES version of *SFII Turbo* took me by surprise. Having only just played and enjoyed the coin-up in the arcades, I was rather taken aback to hear that Capcom planned a console release as early as the Summer – especially when I heard that it would also contain *all* the upgrades, not to mention an option to access the *Championship Edition* too! Needless to say, I've been counting the minutes ever since, so I'm very pleased to be able to announce that – now it's finally here, hitting home on a 20 meg cart – it's definitely been worth the wait! *SFII Turbo* is, quite simply, brilliant. In fact, it's more than brilliant – it's astounding! It's spectacular, exquisite, stunning, remarkable and exceptional all at once. *SFII Turbo* is a veritable work of video gaming art. The original *SFII* was one of my favourite games, but this – this is something else.

Even the most fervent beat-'em-up hater could see at least some of the strengths of this game. For a start, there's the simple look of the thing. The improved graphics are gorgeous (some of the very best ever seen on the machine), the stereo sound is superlative (there's even a sampled crowd to applaud your victory), and there are plenty of small visual surprises to keep you interested. Then there's the addition of four new characters to control, adding to the already staggering level of depth *SFII* boasts, while the tightened game mechanics, coupled with increased speed, make for an even more exciting two-player game. There's more adrenalin-pumping action on display here than I'd previously thought possible!

Where me and that theoretical beat-'em-up hater would start to disagree is with the gameplay. He'd be likely to find it far too hard, and, indeed, it is *much* tougher than the original! Push the difficulty setting up to eight and even the most experienced *SFII* player is in for a rough ride, with perfects becoming nigh on impossible. On top of this the new moves and character adjustments really do make the fighters completely even – there're no excuses for losing anymore!

Indeed, if I had one complaint to make, it would be that the gameplay has changed so significantly that players used to the original *SFII* will have to make some major alterations to their tactics if they want to be in with a chance of winning the new World Warrior title. More than any other game, *SFII Turbo* requires persistence and patience if you're going get the most out of it – and with many of today's platformers lasting about a week, that surely can be no bad thing. Other criticisms are few and far between, but if I was being really picky I could also point out that the digitised voice which accompanies Balrog's Turn Punch in the arcades is absent, the graphics, while nice, aren't *that* much of an improvement, and at its slowest speed level it doesn't seem quite as smooth as the original SNES version.

These, however, are minor quibbles which really do nothing to tarnish what is essentially the finest beat-'em-up in existence. It laughs in the face of *Mortal Kombat*, pokes fun at *Tuff E Nuff* and once again sets a standard by which others will be judged, criticisms about punters being asked to fork out twice for what is essentially the same game notwithstanding,

I've no reservations about recommending *Turbo* to everyone and anyone who's ever thought about playing a video game. Even if you own the original, this is still an essential purchase (although perhaps not worth the hundreds of pounds some importers are charging for it at the time of writing). My advice: If you can get it for a reasonable price, do so. And if you can't, well... just this once it might actually be worthwhile selling your Grandmother, robbing a bank or dodging some taxes to raise the cash. The message is simple: Get this game!

● Dan Jevons

GRAPHICS	SOUND	GAMEPLAY
93%	91%	96%
GAMELIFE	OVERALL SCORE:	96%
95%		

VERDICT: *Believe* the hype. *Street Fighter II Turbo* is the Rolls Royce of beat-'em-ups, an essential purchase for fans of the genre, and a strong contender for the greatest video game ever. A must-buy if ever there was one.

MORTAL KOMBAT

UK Release

Game: Mortal Kombat
Publisher: Acclaim
Developer: Sculptured Software
Price: £59.99
Release: 13 September ('Mortal Monday')
Players: 1 or 2 simultaneously
Cart ROM: 16 Mbit

Okay, okay, so the Super Nintendo version of *Mortal Kombat* DOESN'T have all the blood and gore that made the coin-op such a hit. But is that the reason we were slightly disappointed with it? Or is there another (more sinister) reason..?

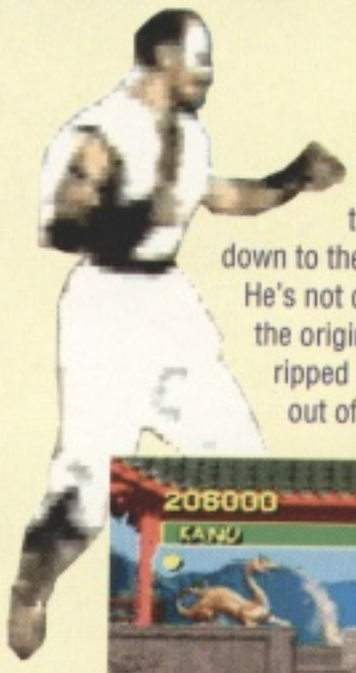
Scrwooosh! Sub-Zero fires an ice-blast at Sonya – an ice-blast that'll freeze her rigid, allowing him to thump her at his leisure. It's a standard 'best of three bouts' game, in which you can either play against a friend with characters of your choice...

...or the computer, in which case play proceeds according to this battle plan. You've got to beat every other character once, then take on three pairs of them (they take it in turns, but you only get one energy bar per pair), and finally deal with Goro and Shang Tsung.

There are seven fighters to pick from – more about them elsewhere on these pages. Meanwhile, here's a group shot, so you'll know what to expect. And some music: da daa, da daa, mmm mm...

KANO

Kano is a member of the Black Dragons, and is evil through and through, right down to the metal plate in his face. He's not quite as evil as he was in the original, though – coin-op Kano ripped his victims' hearts clean out of their chests.



He's got three special moves, including this knife slash (left).

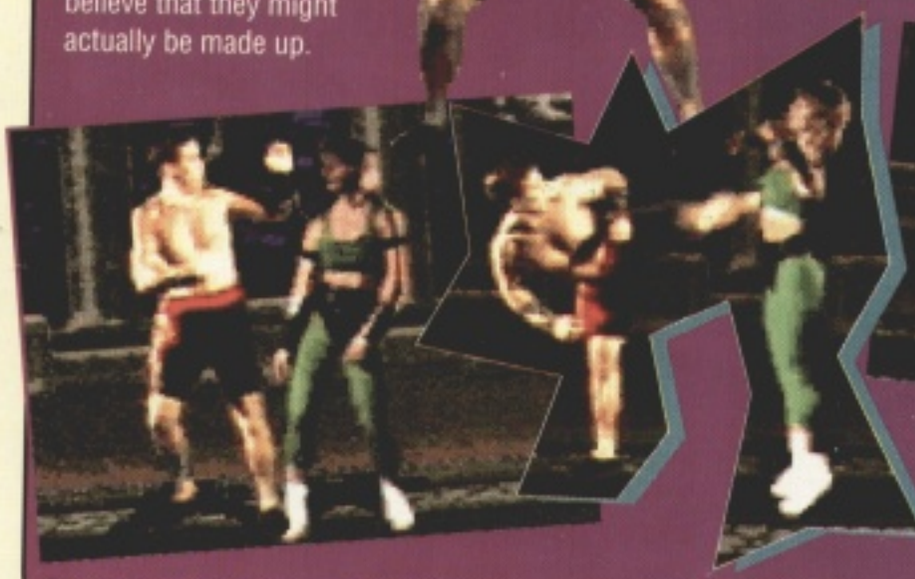
Embarrassingly, we couldn't actually get any sort of death move to work for Kano at all, let alone the heart-ripping one. So we made one up instead.

We've named it the Hurricane Armpit, and hope you like it.

JOHNNY CAGE

The most stylish Mortal Kombatant is this martial arts film star. After training with all the top masters he went on to star in such smash hits as *Dragon Fist*, *Dragon Fist II* and *Sudden Violence*. None of the team have actually seen these films, leading us to believe that they might actually be made up.

With suitable joypad waggling, Johnny'll do a groovy shadow kick (left), a fireball and, erm, the splits (below).

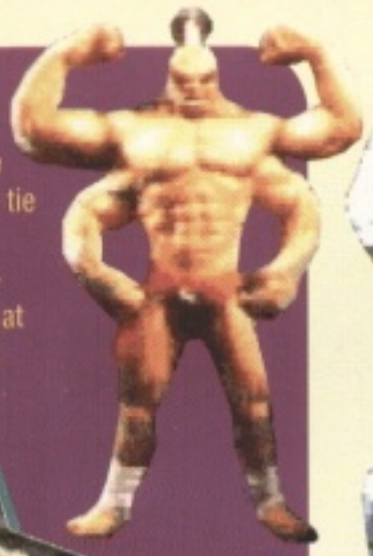


Johnny's head-ripping-off death move goes, sadly, making way for...

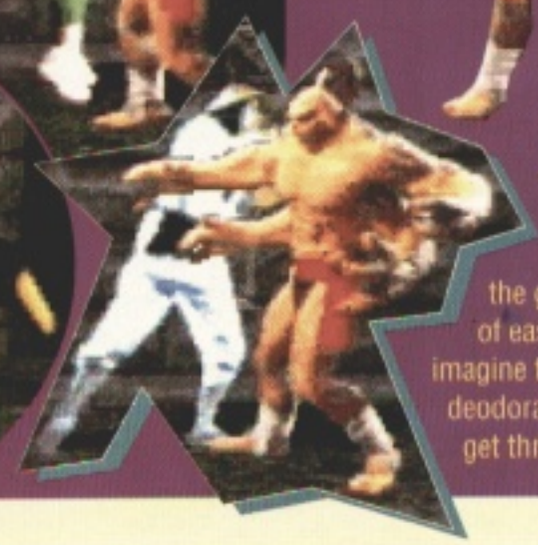
...this slightly crap spearing-them-on-his-foot one. His victims hang there, shaking about in agony. (Almost as if they're being bear-hugged by Goro. Hmm...)

GORO

Goro is the first of the two bosses. He's huge, with four arms, and apparently he's a 2,000-year-old half dragon/half human, who hasn't been beaten in 500 years.

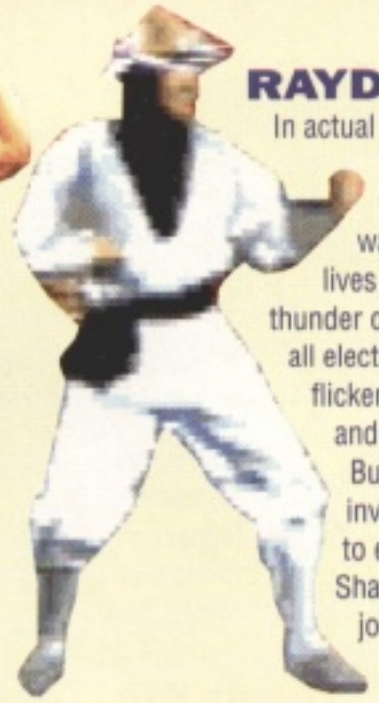


So he could tie both shoe-laces at once, then.



Or fold a sheet with the greatest of ease. But imagine the deodorant you'd get through...

RAYDEN



In actual fact, Rayden is a mystical warrior who lives in the thunder clouds, with all electricity flickering about and everything. But he's been invited down to earth by Shang Tsung to join the fight.

He used to play for the Lions – and it shows (above). Plus! He can fire lightning, and teleport about the place.

Being an electricity-based character, he can obviously fire bolts of lightning at people. They're purple.

As in the coin-op, Rayden's death move consists of sizzling all the flesh off his defeated opponents, and then reducing their quivering skeletons to dust.

Finally their skull falls atop the pile of ashes that designates their remains, and Rayden lets out a cry of victory as he gets lots of extra points. We blame the parents.

SHANG TSUNG

You final opponent is Shang Tsung, who'll you'll have noticed sitting in the background during previous bouts. He might look like a doddery old gimmer who smells of, erm, mothballs, but he's actually really evil and horrible, and there's rather more to him than meets the eye... (And we're not telling you what.)

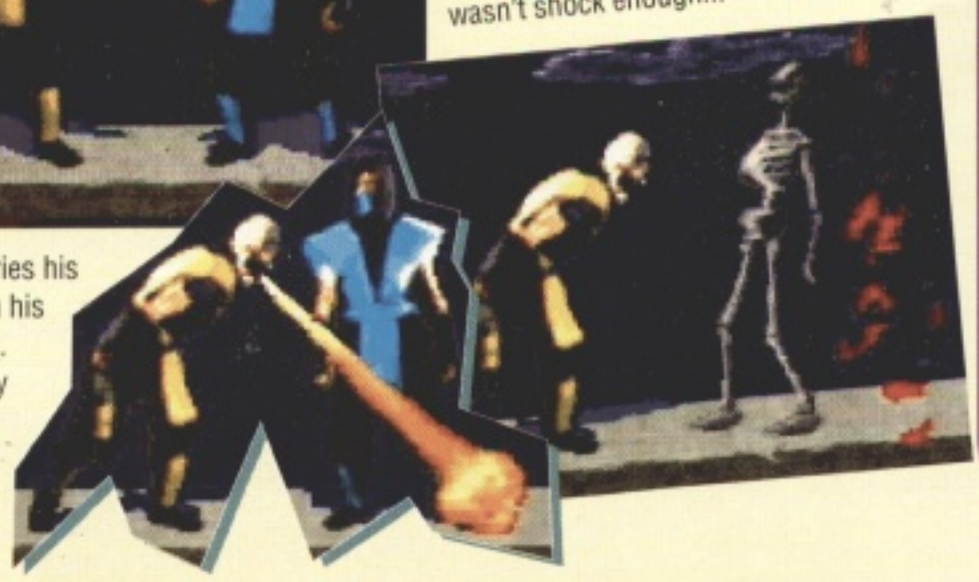
Interestingly, Shang Tsung's name means 'gear stick' in Japanese. (*Stop it – Ed.*)

SCORPION

Scorpion isn't actually Scorpion's real name at all. In fact, nobody knows who he really is, though the fact that he keeps falling out with Sub-Zero suggests that the two of them might belong to opposing clans.

As well as a teleport punch, he's got this brilliant harpoon (below).

For his death move, Scorpion rips off his mask (gasp!) revealing him to have a skeletal head underneath! As if that wasn't shock enough...



...he then fries his enemy with his fiery breath. (Look! They missed some blood!)

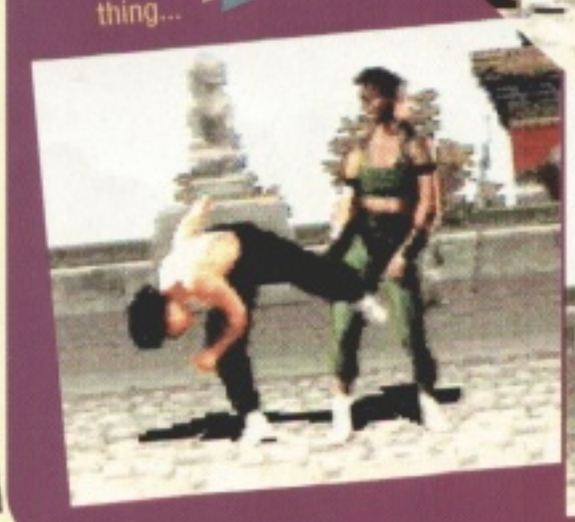
LIU KANG

Here's Liu Kang, and he's 'liu kang' good. (Sorry.) He's actually a goody, and, having left the White Lotus society, he now fights for the Shaolin temples. Being a goody, he hates Shang Tsung with all his heart.

He can do a special flying kick, and this (right), a run-of-the-mill fireball.

...and ends with a resounding biff under the chin, just like in the coin-op, sending his defenceless opponent flying up into the air.

Liu Kang's death move begins with a sort of extra fast cartwheel thing...



SUB-ZERO

Like Scorpion, Sub-Zero's name is a mystery. But he trained with Lin Kuin, the famous Chinese ninja, which explains why he's so good at martial arts.

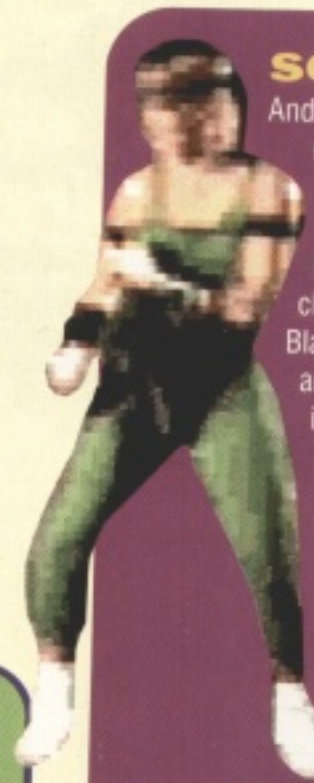
He can freeze his enemies (above), or trip them up (left). The choice is yours.

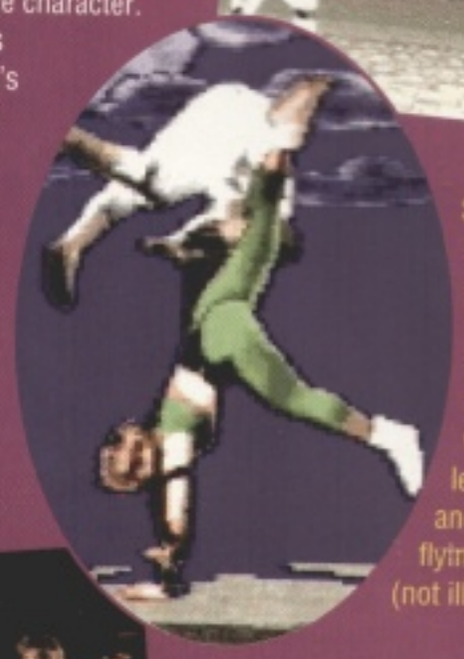
Sadly, there's no head-and-spinal-cord-ripping-out death move, coin-op fans. Instead, Sub freezes his opponent...

...and then smashes them to smithereens, leaving just their legs.

SONYA BLADE

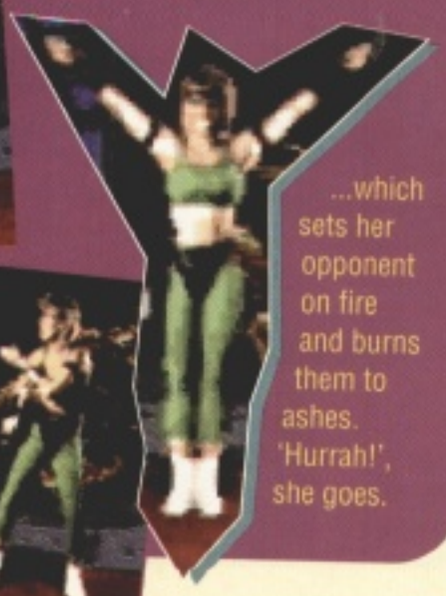
And finally there's Sonya, member of a crack US Special Forces division and token female character. Her unit was chasing Kano's Black Dragons across an island when they were jumped by Shang Tsung and his pals.





She does a fireball thing (above), a sort of throw-with-the-legs (left) and a special flying punch (not illustrated).

Her death move is a burning blown kiss...



...which sets her opponent on fire and burns them to ashes. 'Hurrah!', she goes.

GOOD, BAD OR UGLY?

Hmm. I'm really not too sure about *Mortal Kombat*. On the face of it it's an absolutely fabulous conversion of the coin-op. The graphics, the animation, the sound, the moves – they're all wonderful, and much closer to the original than any other machine's version. But it just isn't as exciting to play as I was expecting. Is it simply because all the blood and stuff's been left out? Or could it be – thunderclap – that *Mortal Kombat isn't* the terrific coin-op everyone's always made it out to be? Or is it just that I wouldn't know a decent game if it punched me on the nose? (*Please don't say things like that – Ed.*)

You certainly can't accuse *Mortal Kombat* of not having instant-appeal-first-impression-grabbability factor. This month, hordes of wandering Future Publishing employees have stuck their heads round the *Super Play* office door and – after cracking the usual 'Wow! A beat-'em-up on the Super Nintendo' joke that ceased to be funny about 350 years ago – have been really impressed by it.

And that's probably because it's a really impressive-looking game, right from the moment Goro walks onto the title screen, goes 'Grrrrrrrr!', and sends the *Mortal Kombat* logo spinning off the screen. The options screens and everything look really good, too.

And the actual in-game graphics are simply the best. The characters are big, and they move around ultra-smoothly, with millions of frames of animations. It's almost as if they're real people, sort of digitised somehow. (*They are, you clot – Ed.*) It's very easy to see where all those Mbits went. Sound? That's really good, too. The music is the usual jarring video game stuff, but the sound effects are great, with masses of top-quality speech.

So far, so good, then. But will you still be playing it in the morning? Well, really, that depends how you get on with beat-'em-ups. As beat-'em-ups go this is one of the very, very best. Better than *Dead Dance* (*Tuff E Nuff*), that's for sure, making it the next best thing to *Street Fighter II*. (Apart from *Street Fighter II Turbo*, obviously. *Obviously.*) The special moves are fab. While most of them are pretty run-of-the-mill fireballs and flying kicks and things like that, there are plenty of really good ones – Scorpion's harpoon thingy, for example, or Sub-Zero's freezing one.

But how about the death moves (or 'fatalities', or whatever), on which the game's success has been founded? As you'll already know, at the behest of Nintendo they've been toned down a bit for the Super Nintendo version (ie by removing anything vaguely red), and a couple of the really over the top ones have been zapped altogether. What's left is still pretty dramatic, but somehow it's just not *Mortal Kombat*.

But is that really the reason I didn't go completely wild about the game? Because there isn't any blood in it? I'm not so sure. For one thing, the death moves only come into play at the end of a bout, so they're not much practical use. And once you've seen them a couple of times you're unlikely to bother with them any more. That leaves *Mortal Kombat* looking very ordinary, and rather – dare I say? – shallow. Bar the special moves – a couple per character – all the characters just do exactly the same things. There's little of the subtlety or strategy of *Street Fighter II*.

And, as a one-player game, it's a bit too easy to finish. I personally found it pretty tough. But then I'm completely crap – other team members found themselves playing it straight though on the 'very hard' setting. It doesn't quite cut it as a two-player game, either, thanks to the shallowness problems I mentioned a minute ago.

Oo-er. That all sounds rather negative, doesn't it? Don't get the wrong idea – *Mortal Kombat* is a top quality coin-op conversion, undoubtably the best out of all the versions Acclaim are doing, even without the icky bits. It's technically tops, and lots of fun. But a) the icky bits would have been nice, and b) there isn't enough to it to give it the long-term playing potential of *Street Fighter II*, especially at the price Acclaim are asking.

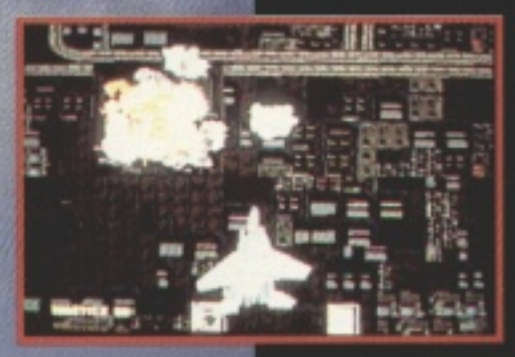
● Jonathan Davies

GRAPHICS	SOUND	GAMEPLAY
91%	88%	80%
GAMELIFE	OVERALL SCORE:	81%
74%		

VERDICT: Really smart looking, and as close to the arcade original as one could hope for (bar the loss of loss of blood). But was *Mortal Kombat* really that great a game in the first place?

The Flying Action Game To Thrill Your ~~Senses!~~ SNESES!

SUPER STRIKE EAGLE



90%
"I'd recommend that you put Super Strike Eagle at the very top of your SNES shopping list immediately!"
CVG

It's fast, it's furious, it's frantic and it features:

- Instant Action. Jump in and go!
- Full 3-D dogfighting from a real Strike Eagle in-cockpit perspective
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- Arcade style top-down view of ground attack combat and dramatic missile strikes
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- Two player mode for when the action gets too hot to handle
- Satellite-map mode navigation, 256 colour graphics and digitized speech

Super Strike Eagle *It's SNES at its best*

MICRO PROSE
Seriously Fun Software

BATTLETOADS IN BATTLEMANIACS

After massive success on NES and Mega Drive, Trade West's *Turtles* copycats arrive on the Super Nintendo. But can they match the great things Konami did with *Turtles In Time*?

Battlemaniacs **is the first time the 'toads have shown their faces on the Super Nintendo, but we're willing to bet it won't be the last. For those not familiar with our heroes – Zitz, Rash and (oh dear) Pimple – they are, just as they appear, a variant on the *Teenage Mutant Ninja Turtles* theme, but with the slightly dubious martial arts weapons element toned down a bit, and a broad streak of *Wayne's World*-type humour added instead.**

Battlemaniacs **kicks off with a rather groovy intro sequence. The Dark Queen and her bad guys kidnap an innocent girlie and drag her into 'the Gamescape', one of the 'toads leaps to the rescue and gets caught too, so the others go to their aid. As you'd expect, really...**

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PLAYING
SYSTEM
WE'VE NAMED ITS ARTIFICIAL WORLD 'THE GAMESCAPE'.
IT GRABS MICHIKO TASHOKU, DAUGHTER OF PSICORE'S HEAD HONCHO!!
ZITZ LEAPS TO HER RESCUE, BUT HE TAKES A BERSTLY BASHING AND IS CAPTURED TOO!
PAY ATTENTION BATTLEJERKS! I, SILAS VOLKMIRE, INTEND TO TURN YOUR MISERABLE WORLD INTO MY VERY OWN GAMESCAPE!

Pimple (the big yellow one) has loads of neat moves. (See 'Body Blows'.)

Though he doesn't seem to do special moves quite as often as Pimple, Rash (that's the green toad) does have *some* neat tricks up his sleeve.

Level one, *Golden Axe*-style scrolling beat-'em-up though it may be, has plenty of variety to it. Here you have to dodge fireballs that fall from the sky.

Lots of funny things happen to our heroes, too! If someone heavy lands on them they waddle around the screen like this.

The game has plenty of variety – level three is a sort of jet-bike thing, while a platform game follows in turn.

BONUS LIVES AHOY!

Between some of the levels you get these beautifully depicted bonus levels, with the loveliest reflections ever. You sort of skate along at high speed, having to collect as many of the assorted ten-pin things as you can for extra lives.

But be careful you don't lose them all by crashing into rats...

...or, indeed, the various 'bad pins' that crop up along the way.

US Release

Game: Battletoads In Battlemaniacs
Publisher: Trade West
Developer: Rare
Price: Approx. £50-£60
Release: Out now
Players: 1 or 2 simultaneously
Cart ROM: 8 Mbit

The vertically scrolling level two – sometimes the gap narrows *horribly*.

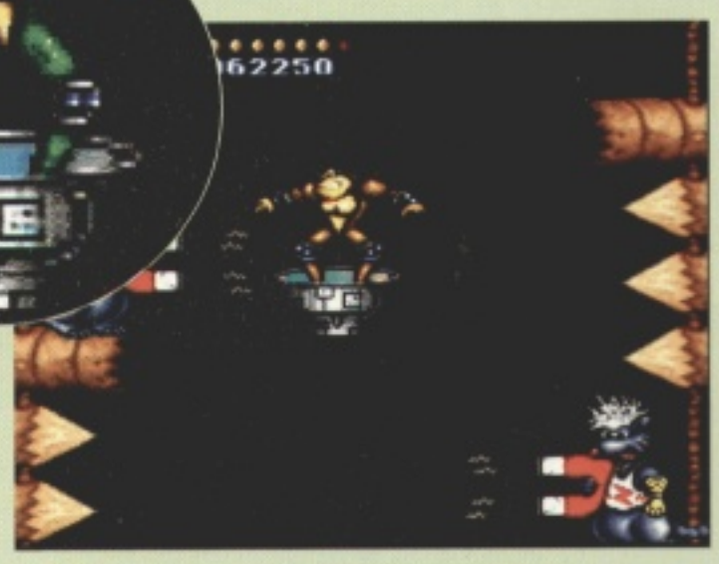
The special moves change on each level – here Rash gets a buzz-saw thing, and Pimple a great big punch.

THE GOOD, THE BAD AND THE BEAUTIFUL

The good is Professor T-Bird, your Splinter-style mentor, who keeps commenting on your progress.

While both the bad and the beautiful are the Dark Queen, who scoffs each time you mess the game up.

Level two takes place inside a giant tree, with you slowly descending on these platforms, baddies appearing on every side.



These nasty magnet-holding mice try and pull you into those wicked-looking spikes!

BODY BLOWS

HOW THE 'TOADS HAVE SOME OF THE FUNNIEST MOVES IN THE BIZ

Though you get little control over what each toad does – which move you execute each time seems to be context sensitive (or something) rather than directly controllable – our heroes *do* have a wide range of fighting moves. Here are some of our favourites:

Pimple can hit the bad guys with this giant fist...

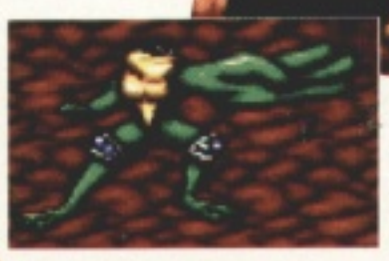
He can smack them with a big hammer...

He can whack 'em with an anvil punch...

He can hang from the top of the screen...

He can take out two baddies at once with this highly useful double whammy punch...

Leave him alone too long, and Pimple will make this 'Come on then!' gesture to the bad guys.



Meanwhile, Rash can do a big punch like this, amongst other moves.

And both 'toads look really scared when the big boss walks on!

GOOD, BAD OR UGLY?

Playing *Battletoads* provides quite a few pleasant surprises. You see, while the gameplay at first looks like yer standard scrolling beat-'em-up, as soon as you get into it you realise that – in much the same style as Konami's *Turtles* games – it's more varied. Just take the second level, for instance, where you're riding on a sort of floating platform, dodging giant snake monsters and various almost-shoot-'em-up-style baddies. Indeed, the game style changes so often that you – those of you who haven't seen the earlier NES, Game Boy or Mega Drive *Battletoads* games, anyway – never know what's going to crop up next.

Speaking of the earlier games, the biggest fear we had about SNES *Battletoads* was that the graphics would end up looking similarly weedy – the Mega Drive *'toads* was, after all, a visual disaster, looking like it was running on a Master System. Happily, we're pleased to be able to report that everything's been completely redone for the Super Nintendo – this is much more detailed stuff, with some great animations (the bits where our heroes cower in fear when an end-of-level boss comes on are particularly funny), and little in the way of glitching or slow-down (though it does occur occasionally).

All in all then, this is fun, no-brain-needed fare, and we've been enjoying it a lot – though it's only fair to point out a couple of problems which might mar your fun. For one thing, despite the vast range of fighting moves it appears the game has, it's very limited – there're just the two controls (jump and hit), and it seems to be pure luck whether you get a weedy punch or a great big hammer strike etc. And the game is hard, and mean with its continues – a bit too hard, I don't mind admitting, for me, though everyone else in the office complained about it too. (At least it means you won't finish the game in a hurry, often a real problem with things like this.)

But that's as far as our whinging goes. The different levels of *Battlemaniacs* go up and down in quality rather – the jet-ski type affair of level three gets a bit repetitive, for instance, while the platform section that comes after it is perhaps the best bit of the game – but it's always interesting, sometimes great, constantly challenging, and (as is often the case with these things) bags of fun in two-player mode. Definitely a good buy.

● Matt Bielby

GRAPHICS	SOUND	GAMEPLAY
78%	75%	83%
GAMELIFE	OVERALL SCORE:	
82%		80%

VERDICT: Varied beat-'em-up/shoot-'em-up/platformer of assorted degrees of competence, but always funny and challenging. Needless to say, great with two.

SUPER FORMATION SOCCER II

If this ever comes out in the UK, which it almost certainly will, it'll be called *Super Soccer 2*. (*Super Soccer* being merely an Anglicized version of Human's first *Formation Soccer* game.) But, apart from catering for up to four players, is it actually all that different from the original?

Japanese Release

Game: Super Formation Soccer II
Publisher: Human
Developer: In-house
Price: Approx. £50-£60
Release: Out now
Players: 1-4 simultaneously
Cart ROM: 4 Mbit

Okay. This is *Super Formation Soccer* (aka *Super Soccer* in the UK), which we reviewed in issue 1 and gave 83%. It uses eye-catching 3D Mode 7 scrolling, and, while it's not an ideal football game – it plays a bit free and easy with the rules, and somehow feels more like 22 men kicking a ball around in a field than proper, professional football – it's fun, and for ages was the only SNES football game available in this country.

And this is *Super Formation Soccer II*. (*Some mistake, surely? – Ed.*) No, honestly – it is. Human, presumably believing that 'if it ain't broke...', have lifted the 3D scrolling, the sprites, the colour schemes, the controls, the 'feel' – everything in fact – straight from *Super Formation Soccer*. The snag is that, some would argue, *Super Formation Soccer* was just a little broke.

Super Formation Soccer (above) 'kicks off' with a sequence of dynamic footballing pictures. *Super Formation Soccer II* does too. (A different one, though.)

There's no denying that the title screens are different – *SFSII*'s (below) has got a 'II' on it.

Super Formation Soccer provides a comprehensive set of modes to play in. In fact, it's hard to think what else could possibly be added.

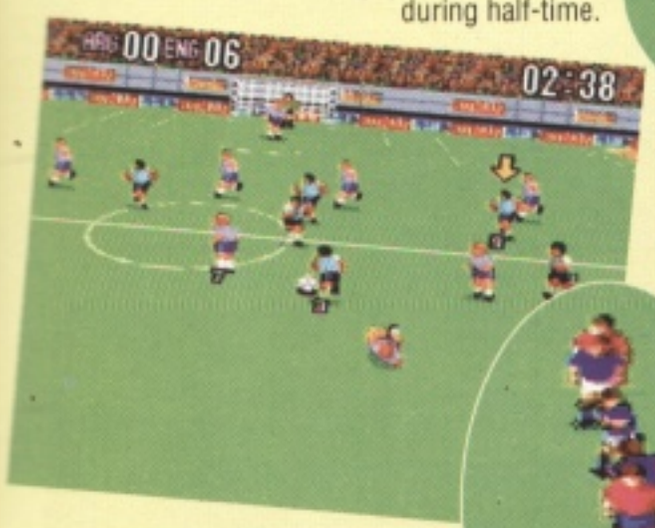
Oh! Oh! But *SFSII* has got a four-player mode! And a three-player one, too!

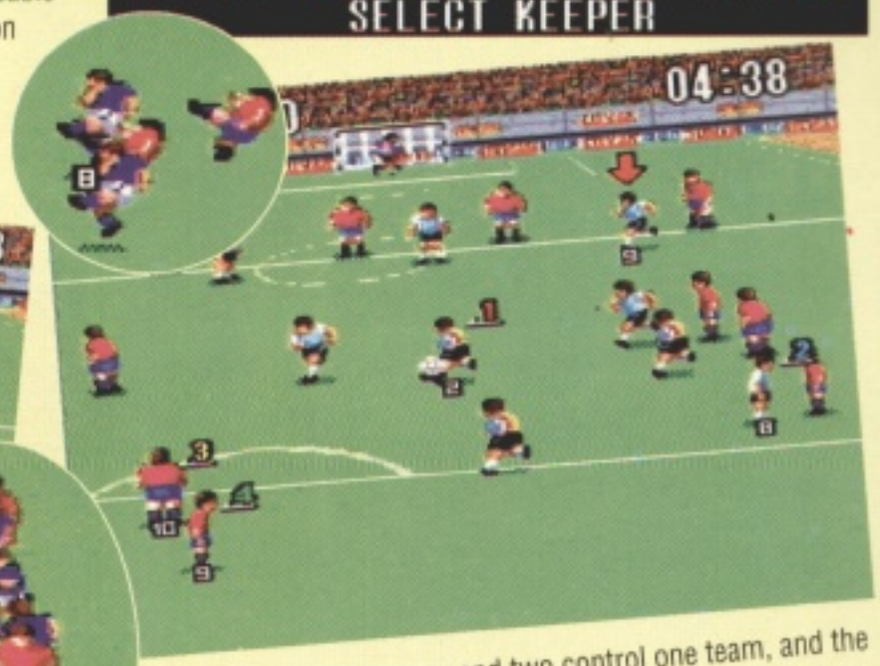
An *SFSII* player scores an own goal. (Er...)

There's a *slightly* modified selection of teams to choose from in *SFSII* (right). Oh, and the words 'team' and 'select' have been swapped round.

The pre-match set-up screen is barely recognisable compared to the original's (ie 3-2-2-3 formation has been renamed 'Third-B').

The lads brush up on their morris dancing during half-time.





Here's *Super Formation Soccer* in action.

'Take a number and stand in line.' The Japanese queue for everything – even the half-time oranges.

SFSII again. Players one and two control one team, and the others control the other, with the little numbers showing who's who. The actual players under control swap about as usual, though, often at quite an alarming rate.

AND IN THE PURPLE CORNER

If you're prepared to forgo the multi-player option (and, to be honest, it'd be no great loss) there are plenty of alternatives to *Super Formation Soccer 2*. The most obvious is *Super Soccer* – basically the same game, with the same flaws, only quite a bit cheaper (probably).

We reviewed *Striker* in the last issue, and gave it 89%. It doesn't look as nice as *SFSII*, but plays infinitely better, with a true footbally feel.

It looks a bit dull as well, and the bosses are too hard, but *Super SWIV* is great with two players and should provide more lastability than *SFSII*. (*Eh? – Ed.*)

Sensible Soccer should be available from Sony by Christmas, and, if preliminary reports, and the Amiga version, are anything to go by it'll be the best of the lot. The Amiga game is really smooth and fluid, with much more strategic use of passing than *Super Formation Soccer II*, and it's even more footbally than *Striker*. (This is an Amiga pic, incidentally.)

GOOD, BAD OR UGLY?

Some things never change. And *Super Formation Soccer* is a fine example, as you'll already have surmised from the despondent tone of the preceding captions. All Human seem to have done during the two years or so that separate *Super Formation Soccer I* and *Super Formation Soccer II* is to tweak the game almost imperceptibly and make it Multitap compatible.

So whether it's any good or not depends entirely on whether the original game was any good. And, speaking personally, I'm not a great fan. The graphics are fine, but only if you're playing 'into the screen'. Otherwise it's too hard to see where the goal is. And generally it's pretty good fun, but at the same time let down by little flaws and idiosyncrasies. The goalies are bloody useless – if you're playing against the computer with yours set to 'auto' he might as well not be there. The players all seem to crowd around the ball so you can't tell what's going on. There's never anyone from your team waiting for the ball when you do a long kick, which quickly becomes irritating. Compared to something like *Striker*, it just doesn't feel like proper football.

So does the addition of a multi-player mode make up for all these problems, as one would expect?

Not really. For the first time ever, I don't find myself automatically saying: 'It's a multi-player game! Buy it!' Playing *Super Formation Soccer II* with four players isn't actually all that much better than playing with two. The screen's so cluttered that you've a job keeping track of which player you're controlling, let alone watching what your partner's up to, so it's hard to build up anything in the way of team spirit. There *is* multi-player magic there, but in nothing like the quantities of *Super Bomberman* or *Jimmy Connors*.

Super Formation Soccer II's a solid enough game, then, but nothing about it stands out. The 3D graphics are nice, but they're no better than the first game's. It doesn't play football anything like as well as *Striker* or (we suspect) the forthcoming *Sensible Soccer*. And it can't be recommended purely on the strength of its Multitap compatibility.

Depressing, isn't it?

● Jonathan Davies

GRAPHICS	SOUND	GAMEPLAY
87%	70%	70%
GAMELIFE	OVERALL SCORE:	70%
70%		

VERDICT: It's a funny old game. It doesn't feel much like football. It's not very multi-player-ish. And it's a real con if you've already got the first game. But it's still fun. Sort of.

SUPER FAMILY TENNIS

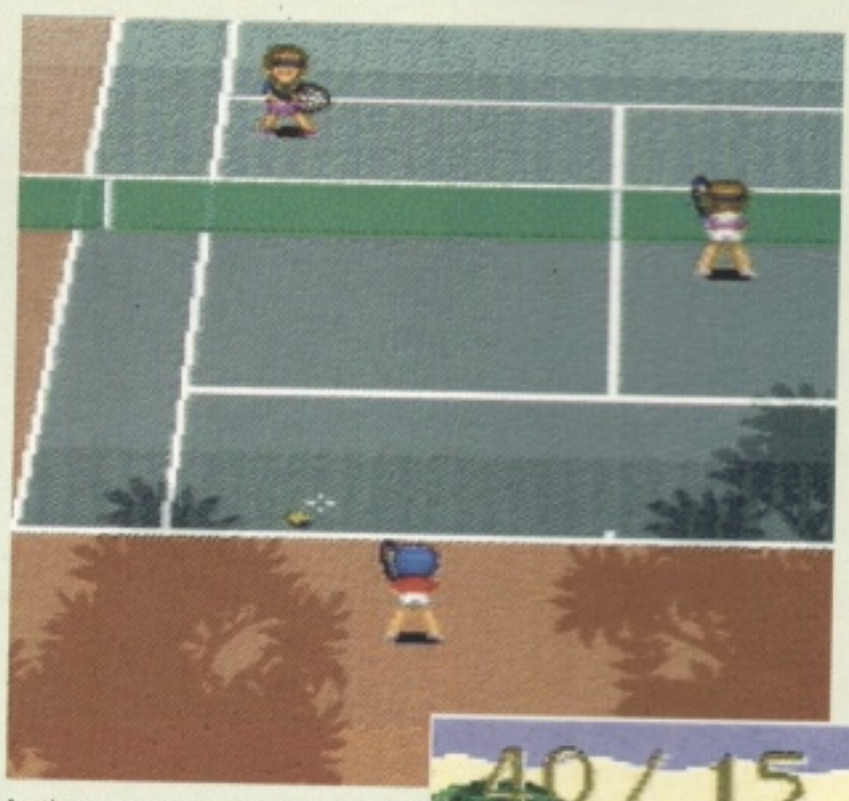
Japanese Release

Game: Super Family Tennis
Publisher: Namcot
Developer: Namco Co Ltd
Price: Approx £60
Release: Out now
Players: 1 to 4 simultaneously
Cart ROM: 8 Mbit

Fore! Er, wrong sport perhaps, but it also happens to be the number of players in this fab game. (*I think you mean* four – *Ed.*)

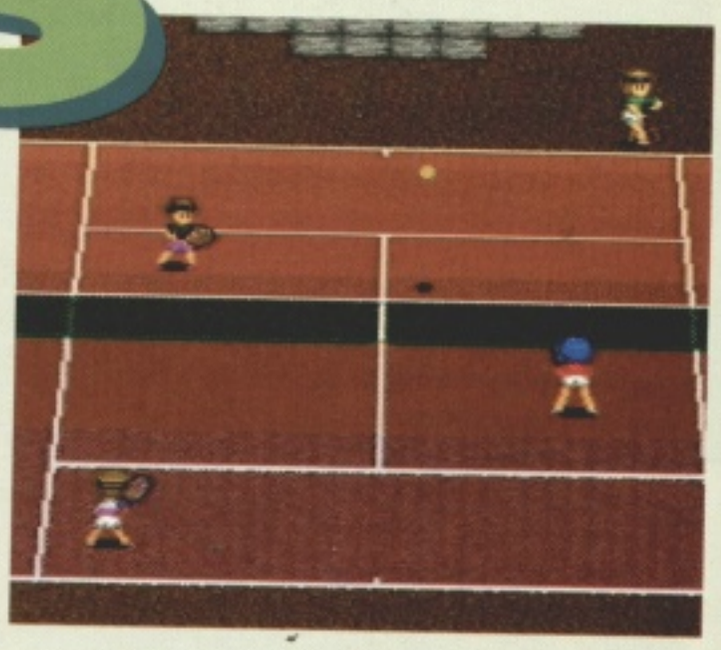
Hacked off with *Jimmy Connors' Pro Tennis Tour*? Sick to the back teeth of *Super Tennis*? Then this new variation on the theme isn't going to excite you very much, is it? *Super Family Tennis* is the second multi-player tennis game to take advantage of Hudson's Multitap adaptor.

Here's the indoor court that's situated on the top floor of a multi-storey building. The echoing speech is great. (Honest.)

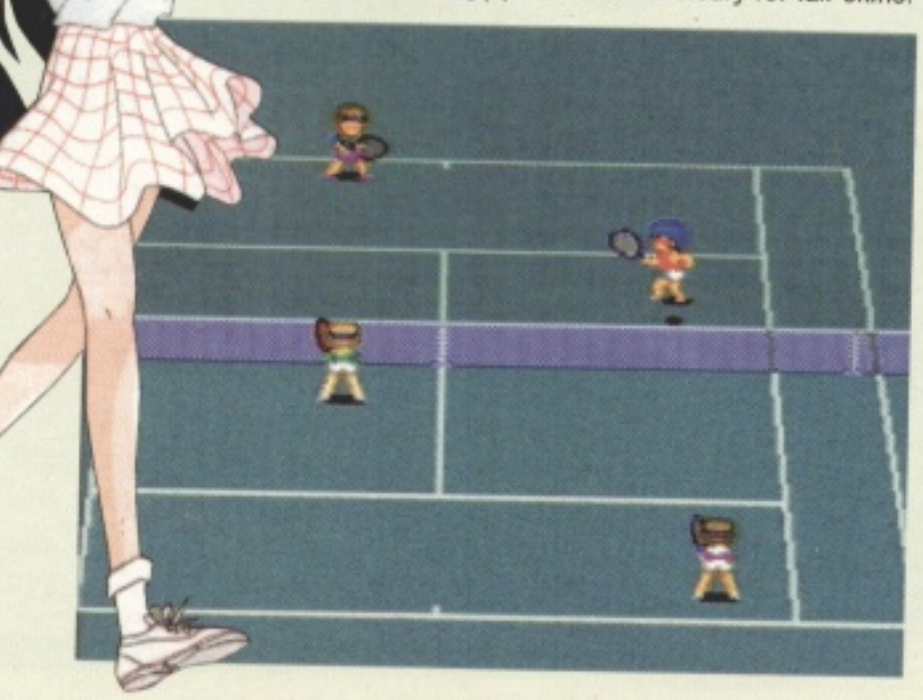


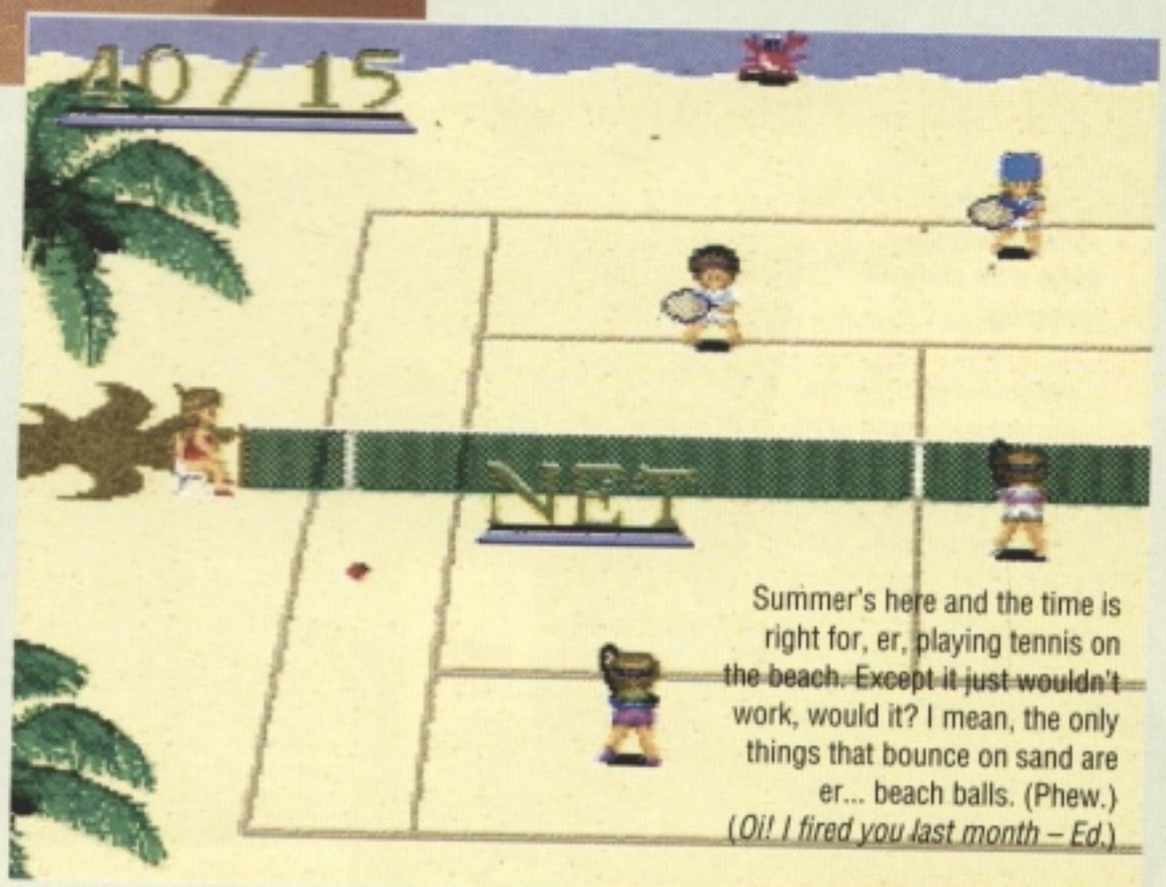
And here's the hard court outside. Not very spectacular, as far as hard courts go. (She's very cute though.)

As the sun comes out these shadows appear, and provide useful sanctuary for fair skins.

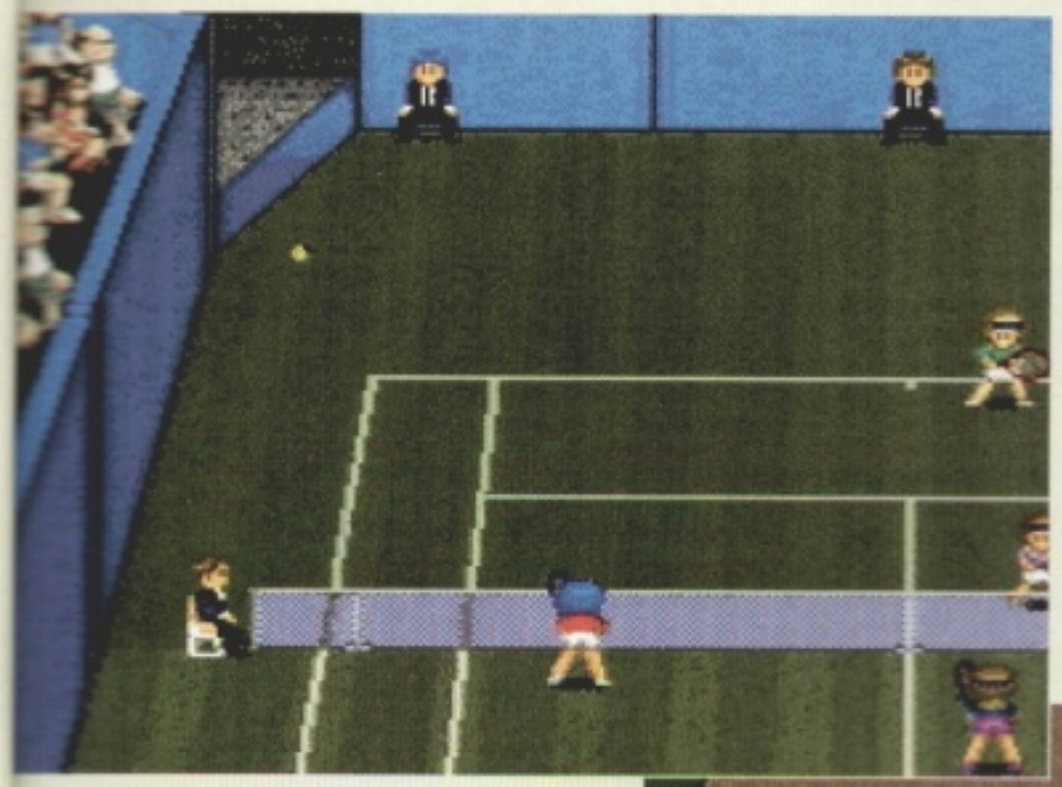


It's worth noting that, throughout the game, the more interesting things tend to be happening around the edges of the courts. In this case, various animals (including dogs, and crows that squawk when hit) appear.

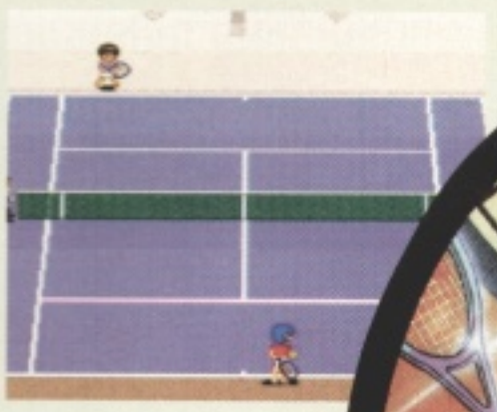




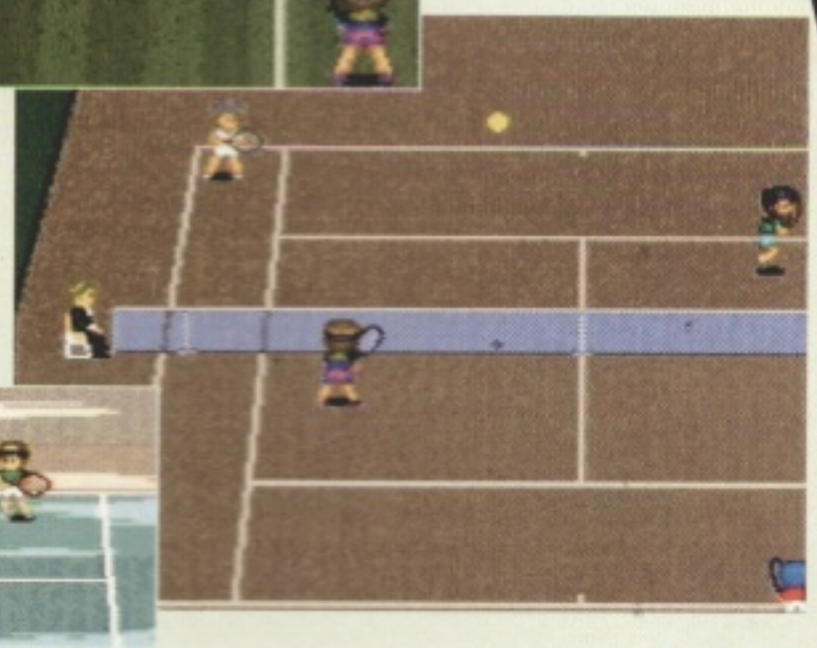
Summer's here and the time is right for, er, playing tennis on the beach. Except it just wouldn't work, would it? I mean, the only things that bounce on sand are er... beach balls. (Phew.)
(Oi! I fired you last month – Ed.)



Three of the courts are typically Wimbledon in style, complete with excellent applause effects which die out to just a few handclaps. It's this kind of attention to detail that's really impressive.

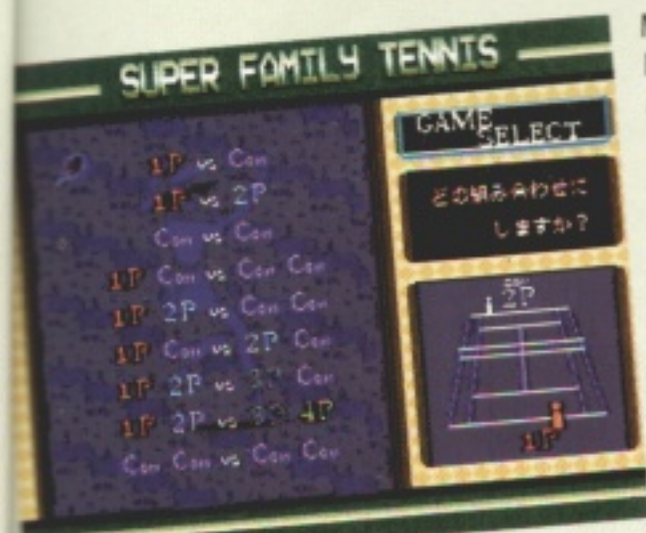


Two-player matches tend not to be as much fun as four-player ones. (Er, there's not really much more I can say about this, is there?)



Left: Nice lob! Right: Pretty anime-style artwork appears to place four players on one side of the court! (*Right, you're out! – Ed.*)

Taking a volley is a doddle. Well, taking any shot is a doddle, to be honest. It's simple, but extremely playable.



Mode 6, eh? No, it's not a spelling mistake. Mode 6, for those who don't know, is a high-res mode. Pity you can't tell though.

In *Super Family Tennis* you can play people on completely different courts! (Oh, all right, this is actually an example of how far the scrolling lets your player occasionally go.)

GOOD, BAD OR UGLY?

Since Namco were responsible for one of the best tennis games ever (*World Court Tennis* on the PC Engine), you'd expect a follow-up for the Super Famicom to be up there among the best tennis games ever, too. That's what I was hoping for anyway, and, on first playing it, that's what this seemed to be. This is a very impressive game.

What's so great about it? Well, for a start, the graphics are lovely – probably the best we've seen in a sports sim, with really fast parallax scrolling, some particularly interesting courts to choose from, and even some nice Mode 6 high-res selection screens. It also *sounds* good for a sports game – there are some very impressive effects, and speech that changes tone depending on the acoustics of the different courts. *Super Family Tennis* is, without doubt, a slick overall package – even more attractive to look at than we've come to expect from Namco.

Imagine our surprise, then, when, on prolonged playing, we found this to be a less engaging game than the likes of *Super Tennis*, *Jimmy Connors* or, indeed, that old PC Engine game, *World Court Tennis*. Yes, you're right, this is very strong competition – there's not a duffer amongst *Super Family Tennis*' immediate rivals – and Namco didn't set themselves an easy task when they set out to beat them, but we *were* hoping that they'd make a rather better job of it than this. For example, *SFT* makes a fundamental mistake in giving you a very limited range of shots – in contrast, none of the other games mentioned have any problem letting you land the ball just about anywhere you want on court. Thus foxing your opponent with some really wide and deep shots just isn't possible in the same way that it is with *Super Tennis* or *Jimmy Connors*. The more you play it, the more *Super Family Tennis* seems to be all surface flash, but rather lacking in depth.

In fairness, however, I must point out that these are problems that mainly apply to the one-player game. With two – and, particularly, three or four players – the game becomes marvellous fun, its shortcomings become far less noticeable on a busy court. If a group of you often play together, then, *SFT* is undoubtedly a good buy (though, significantly, no more fun than UBI Soft's slightly trickier *Jimmy Connors' Pro Tennis Tour*). However, as a one player game it's a bit disappointing, with its visual appeal undoubtedly remaining its strongest card. As the title subtly suggests, solo players just won't get the mileage out of *Super Family Tennis*.

●Jason Brookes

GRAPHICS	SOUND	GAMEPLAY
88%	89%	82%
GAMELIFE	OVERALL SCORE:	83%
84%		

VERDICT: As clean and polished-looking as a tennis game can get, but *Super Family Tennis* lacks diverse controls and (so) single-player thrills. As a three- or four-player Super Multitap game it's a treat, however.

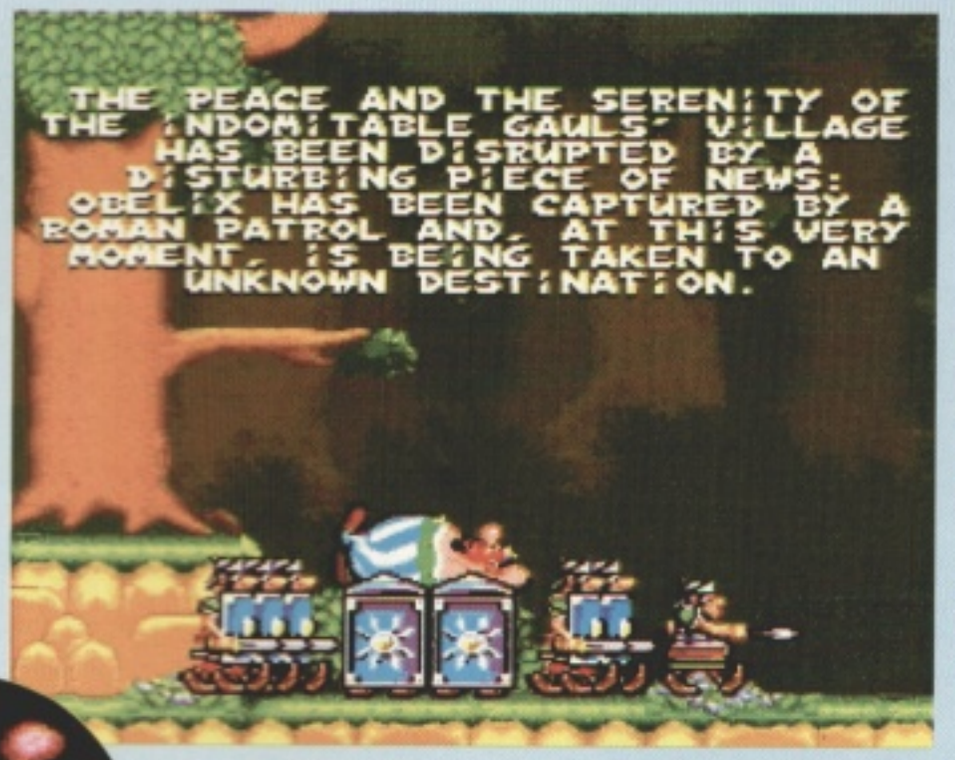
ASTERIX

Take one lucrative cartoon licence. Think about it for five seconds (max). Spend a bit of time making the graphics look smart. Et voila! A derivative platform game...

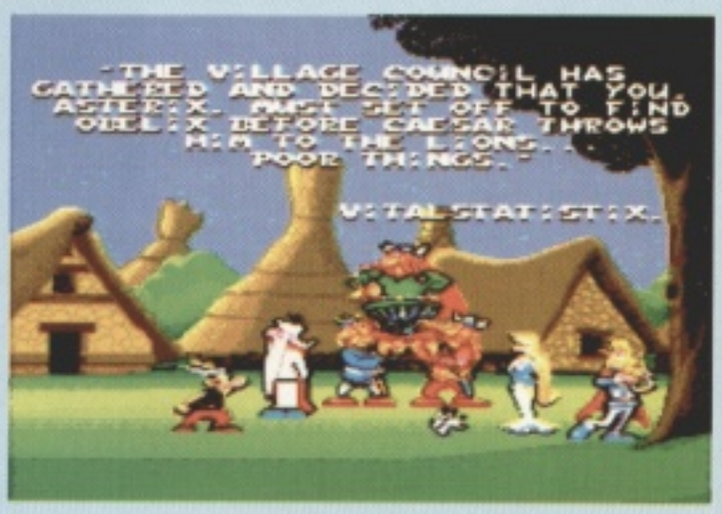
UK Release

Game: Asterix
Publisher: Infogrames
Developer: In-house
Price: £44.99
Release: Mid September
Players: 1 or 2
Cart ROM: 4 Mbit

1 You're probably familiar with Asterix. He lives in the only village in Gaul that's holding out against the Roman occupation, along with his chum Obelix, his canine pal Dogmatix, a druid and other people like that.


THE PEACE AND THE SERENITY OF THE INDOMITABLE GAULS' VILLAGE HAS BEEN DISRUPTED BY A DISTURBING PIECE OF NEWS: OBELIX HAS BEEN CAPTURED BY A ROMAN PATROL AND, AT THIS VERY MOMENT, IS BEING TAKEN TO AN UNKNOWN DESTINATION.

2 Trouble is, in all-too-familiar video game style, Obelix has been kidnapped, rather putting paid to the sort of simultaneous two-player antics that might have made all the difference.


THE VILLAGE COUNCIL HAS GATHERED AND DECIDED THAT YOU, ASTERIX, MUST SET OFF TO FIND OBELIX BEFORE CAESAR THROWS HIM TO THE LIONS. POOR THINGS.
VITAL STATISTIX.

3 And, obviously, Asterix has got to go and rescue him. (We stopped asking questions like 'Why just him? Why doesn't a whole group of people go?')

Yellow blocks contain hidden coins, food and stuff.

See?

The area's patrolled by these Roman soldiers...

...who Asterix can 'PAF!'...

Level one is in a wood, with trees to hop about in. And bushes and things.

Boars bear you bravely through brambles.

For the last bit of level one we head underground, looking out for hedgehogs (tricky to see against the dark background) and spiders.

...before nicking their helmets for an end-of-level bonus.

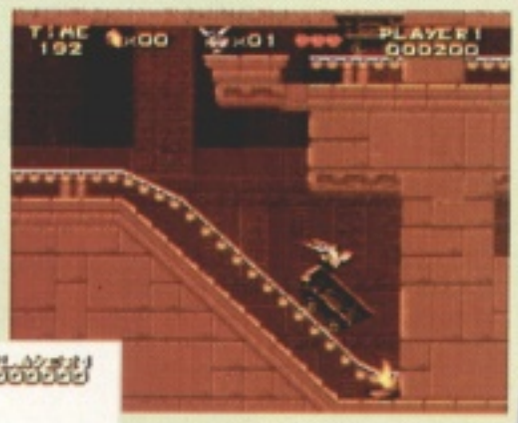
Those tree stumps are tricky. They look like tree stumps, but they're not. They're baddies. In disguise.

The end of the level, and there's Panacea.

IT'S AMAZING!

Those wacky, wacky French have really surpassed themselves this time...

It's a runaway-railway-truck-in-a-disused-mine section! Where *do* they get their ideas from?



Astounding! If Asterix falls into the water he can actually swim! In the water! Brilliant!

No, surely not! This is too much! It's... a slippy-slidey ice world! Swoon! Gasp! (*Help me up! – Ed.*)

TOP 5 ASTERIX SOUND EFFECTS

1) PLAONNG!
2) SCHPLONK!
3) PAF!
4) TCHAC!
5) FLOOP!
6) SPLATCH!
7) CHTONK!
8) AYYAAAYYAAYY-AAAYYY!
9) RSPRRR!
10) (*SCHPWACK! That was you being fired – Ed.*)

PAF! FLOOP! SPLATCH!

Those Viking chaps look as if they ought to be on Asterix's side, but they're not. It's a lonely, lonely life being a platform game hero.

Hurrah! Dogmatix bites a baddy's bot.

Oh for heaven's sake. Erm... Asterix, yesterday.

Birds can be ridden (or rode, or whatever) in typical platform game style.

Yellow block frenzy! But smash them in the right order, or you'll miss lots.

Find a harp and you can summon Cacofonix, who'll scare the baddies rigid with his really awful singing.

Is it a bird? Is it Asterix after he's just picked up a flying potion? Er, yes, actually. Now he can reach those previously intangible high-up platforms.

Cut out 'n' keep!

ASTERIX AND AN ASTERISK

Those differences explained

These two familiar everyday objects are a source of endless confusion. But it's really not that difficult. Look:

ASTERIX
Ancient Gaul, friend of Obelix and scourge of the Romans.

ASTERISK
Star-shaped character usually used to indicate a cross-reference or omission.

GOOD, BAD OR UGLY?

I seem to have fallen into something of a pattern, when reviewing licenced games, of beginning by making known my complete ignorance of the product in question. So it'll come as no surprise to you if say that my collection of *Asterix* books totals zero, and I've never seen any of the animated cartoons. Luckily, though, Infogrames anticipated my crapness and supplied *Super Play* with a huge pile of *Asterix* books, which I've now read. And I can report that they're really quite funny, in a French sort of way, and they've got good sound effects in.

But does all this come across in the game? Yes! (Hurrah!) More or less, anyway. The sprites are quite small, but they look just like the characters in the books, and the Roman soldiers are particularly good. The backgrounds are pretty flat and simple, but so are the ones in the books, so that's okay. Even the sound effects have been solidly translated into, erm, sound effects, especially the 'PAF!' when *Asterix* hits someone.

I can't fault the controls, either. They're accurate and responsive, making Asterix a pleasure to manipulate. The only thing that did disappoint me was the rather haphazard punch you're given for dealing with baddies – at times it's quite literally hit or miss.

But there's definitely something missing – good ideas. Every one of *Asterix's* gameplay elements has been tried and tested in generations of platform games. Platforms that fall away after you've been standing on them for a bit, birds that you can ride on, spikes that come up from the floor, coins you can collect, drips from the ceiling, tree branches you can hop about on... it's all been seen before. And it's all spread quite thinly, making *Asterix* feel a bit empty. There're plenty of familiar platform game annoyances, too: Arbitrarily-chosen cut-off points at the bottoms of levels, if you fall below which you'll die; places where you can't see the next platform you're meant to jump onto unless you stop and manually scroll it into view; baddies that reappear rather too readily after you've killed them and moved on...

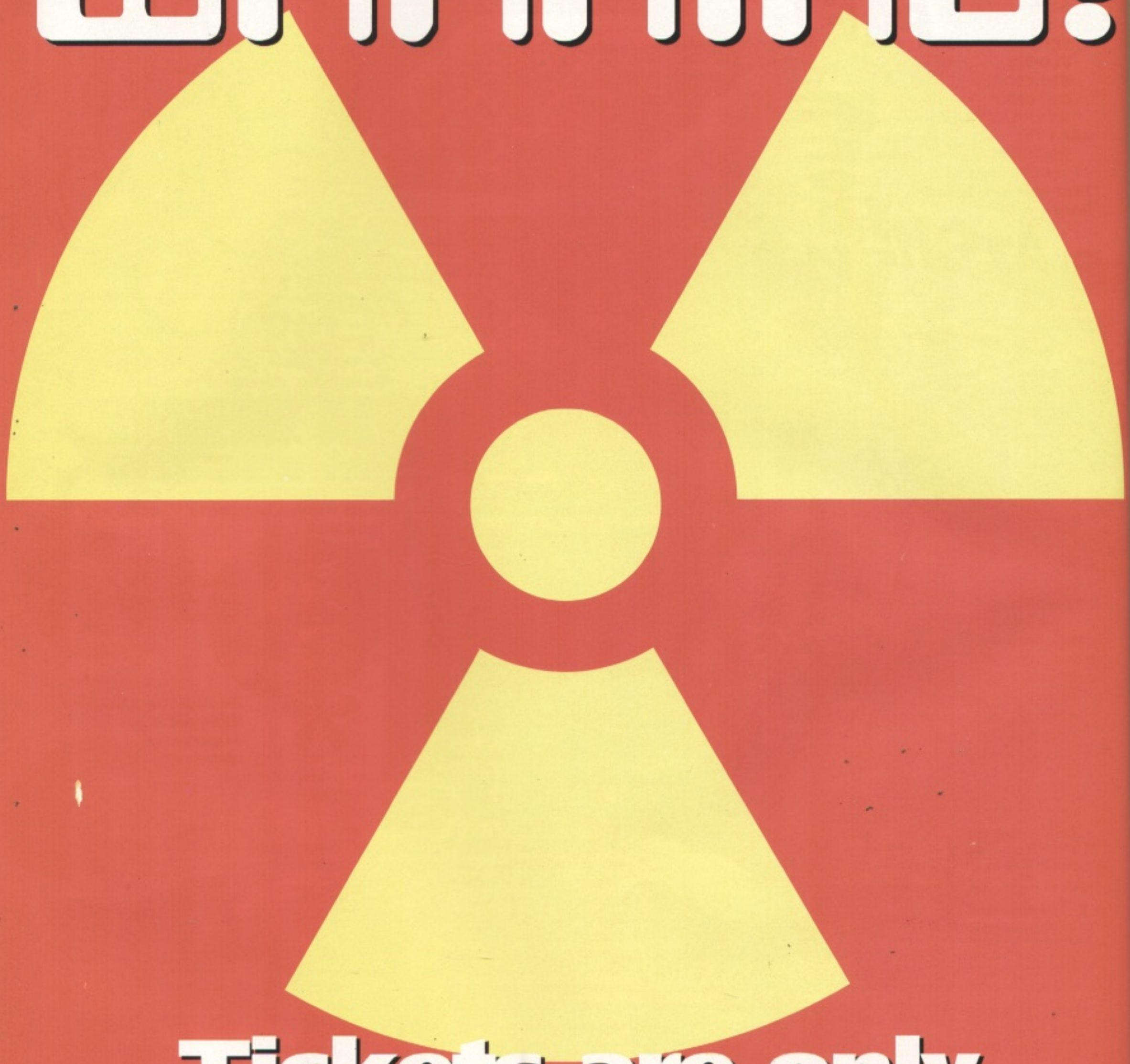
Asterix is a neat little game, all right. It's fun, reasonably challenging – you won't be disappointed with it. But, if only the talented programming and graphics teams had been supplemented by an 'ideas' man, it could have been so much better. Not so much 'TCHAC!' as 'PLATCH!', then.

● Jonathan Davies

GRAPHICS	SOUND	GAMEPLAY
78%	74%	76%
GAMELIFE	OVERALL SCORE:	70%
66%		

VERDICT: Bright 'n' cheerful, and good fun to play, with a good feel for the licence. But there's nothing here we haven't seen before.

WARNING!



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FINAL FIGHT 2

SUPER PLAYER'S GUIDE

CAPCOM (JAP/US)

By Dan Jevons

Capcom's eagerly-awaited sequel to *Final Fight* added a much-needed two-player mode to the undisputed scrolling beat-'em-up champion, but still managed to disappoint many. It all seemed a bit simple-minded and easy when put next to the likes of *Street Fighter II*. 'Not so!,' says number one Capcom fan, and our very own tipster extraordinaire, Dan Jevons. 'There's much more to this game than meets the eye, if you only know where to look for it...' Over the next six pages Dan will tell you exactly what he means.

General Tips: Useful Stuff To Bear In Mind Throughout The Game

1. The basic principle behind tackling a screen-load of punks is to get them all on one side and just pummel them as they come towards you. On a two-player game, one player can cover each side of the screen. Even though there are more enemies, the game's much easier with two players. Besides, it's always more fun with a partner.

For some reason the UK scenes are all staged at a railway station.

Andore regrets ever meeting Maki. She's definitely no walk-over and deftly delivers a swift punch.

2. If, however, you are forced to go it alone, you're likely to come across one of the most annoying features of the game – when you lose a continue, you have to restart at the beginning of the level! Avoid this by pressing START on joypad two just before your character dies, and taking over on the other side.

3. When attacking enemies using a normal basic series of rapid punches, if you hold DOWN or UP as you punch (you have to punch very fast, so your character doesn't move either up or down in between punches), on the final blow, rather than knocking the opponent down, you will throw them in the opposite direction. This is very handy if someone is sneaking up behind you, or if you want to throw an enemy who is standing just out of your reach off-screen. Interestingly (though few people seem to realise it) this manoeuvre can be used in all the *Final Fight* games.

Only Haggar features in *Final Fight 2* – Cody, Jessica and Guy are 'resting'.

4. The amount of barrels/containers varies between the two or one-player game. As far as I can make out, the contents of the barrels are normally fairly random, though some (such as the Barbecue containers) are fixed. Also, although this sounds strange, don't open barrels until the last possible moment, ie kill all the enemies on screen before opening them. Where there are two barrels on one screen, this limits the number of enemies to one, and seems to reap better items.

5. The weapons (Tompha and Lumber), despite appearing ineffective in comparison to your normal attack, have a number of advantages. First, they stop a charging Elick or Andore in their tracks without the risk of electrocution, and second, they score 200 points a hit (as opposed to the 100 you get with a normal punch).

6. The quickest and safest way to destroy a group of enemies is to knock them up against a wall and simply keep on punching. If you can position yourself next to them, you can continue hitting them as soon as they get up without the annoyance of knocking them off-screen, or them hitting you.

7. The main danger times for getting hit are directly after a throw (you stand up into a punch) or when you lose control and get attacked by sprites on both sides. Try to control their attack pattern by placing them all on one side.

8. Many players don't use their Special Move as often as they should. If you think you're about to be hit, or if you are surrounded or something, then make sure you use it! The damage done to yourself is much smaller than the damage that an enemy hit would do to you (especially on Expert, which is what you're all playing the game on, right?)

9. You get your first extra life at 100,000, then every 200,000 after that.

MIKE HAGGAR (Wrestler/Mayor/Ogre)

The famous ex-wrestling mayor is back again, his muscle-bound vigilante exploits having reached as far as Russia, influencing World Warrior Zangief. Haggar's Spinning Pile Driver and grabbing ability (he can hold an opponent and move with them still in his stranglehold) make him unique among the three *Final Fight* fighters, but his slow moving and punching speed can be a problem.

Basic Attack

(PUNCH)

Haggar has two powerful long-range punches as his basic attack (scoring 100 points each), which are followed by a third double-handed lunge (800 points).

Jumping Attack: Flying Kick

(JUMP, PUNCH)

The Flying Kick is a two-legged aerial stomp – nicely illustrated in this pic (100 points per opponent hit).

Throw: Supplex

(GRAB, PUNCH AND LEFT OR RIGHT)

Haggar's equivalent of a throw is his Supplex. He lifts an opponent over his head and smashes them down on their backs, taking out anyone else in the way (1,000 points).

Grab Attack: Head-Butt

(GRAB, PUNCH)

Haggar grabs his opponent and smashes them into his own head for up to three skull-breaking blows – guaranteed to give them a nasty headache (the third butt doing triple the damage). (First blow: 200 points; second blow: 300 points; final blow: 400 points.)

Jumping Attack Two: The Press

(JUMP, PUNCH AND DOWN)

A flying chest lunge which causes little damage, but knocks any enemies to the floor instantly, and can be performed when jumping backwards (100 points per opponent hit).

Special Move: Spinning Clothes Line

(JUMP AND PUNCH)

Haggar spins himself around, with arms outstretched, tagging anyone within his considerable range (400 points per enemy struck).

Special Feature: Spinning Pile Driver

(GRAB, JUMP AND LEFT OR RIGHT, PUNCH)

The ultimate move. Haggar launches himself and his opponent into the air, wedges them between his legs, and comes spinning down so they land on their head, knocking out anyone he happens to land on into the bargain (1,200 points).

Combo

(PUNCH, PUNCH, GRAB, HEAD-BUTT TWICE, PILE DRIVER)

Haggar, unlike Carlos or Maki, has no 'softener' to start his combo, but he has a Pile Driver to end it. Punch your opponent twice, then move in and grab instead of doing the final double-handed blow. Head-butt twice, then Spinning Pile Drive (1,900 points).

If you can reach a Barbecue with full energy, you will gain 10,000 points.

10. You get 100 points just for opening any of the containers.

11. The Atlases and Jonys, despite blocking, render points for every punch that hits home, even though it does no real damage.

Atlases are pretty tough opponents, but a well-timed flying attack should finish them off neatly.

12. If you feel really professional, there is a method you can adopt on the enemy bosses that works pretty well. In a two-player game, position one of the players over the boss after you've knocked him down, then with the other player attack your chum. As the boss stands up, he too will be caught in the flurry of punches, and as you're hitting a fellow player at the same time, neither will fall down and both player and boss will receive as many hits as as your poor chum's energy bar can stand. This all sounds a bit suicidal, but you do about four times as much damage with every punch to the boss than to your fellow player. It normally takes a life or so, but it works every time and is particularly useful on someone like Rolent, who knocks off a few of your lives anyway.

13. Killing the bosses gives you loads of points (10,000), so if one of the players is lacking a bit in the score department, then let him have the last punch on the boss.

Press continue quickly otherwise Carlos will come to a watery end.

14. Remember, if an enemy is sneaking up behind you when you're punching in a different direction, provided you're tapping the punch button quickly enough, you can press LEFT and RIGHT rapidly and cover both sides without actually moving.

15. If you make a move to grab someone, make sure you do it from a 45 degree angle (ie come in from above or below the baddy, not head on). This will help you avoid getting hit.

Difficulty levels

Play the game on 'Expert' setting, as a) it's simple anyway, and b) you won't get the full graphic ending (with Guy in it) otherwise. And we wouldn't want that.

Unfortunately, there is no special ending for completing the game on Expert without using continues (as with other Capcom games), so all you have to your credit is a zero at the end of your score (the last digit indicates the amount of continues used).

Guy from *Final Fight 1*. Yesterday.

THOSE BAD GUYS IN FULL

The mad gear punks

Like the original *Final Fight*, you only ever have to worry about three enemy sprites on screen at any one time. In theory, that is. In practice, as soon as you kill someone, another enemy takes his/her place, so you have to face a fairly continuous stream of enemies.

JACK, MIC, MARK, SCHOT, BULL ELIJAH
These are the run-of-the-mill sort of punk. They're as stupid as they're ugly. Their attack method is simple – they just walk up and try to punch you – which isn't much of a problem. However, should you get attacked from both sides, they can get in the occasional hit, and their reactions are fast enough to sneak in a punch if you try to grab them.

ELIAS, ELLIOT
Fairly harmless, but be careful. These two are fast-moving back stabbers who run on-screen, and try to get behind you. They're slow to attack, making them ideal for grab attacks, and they only cause problems when they appear while you're dealing with someone else.

JONY, ATLAS
These two wear bone necklaces and are built like brick walls. As the normal punks, their attacks are basic, but they have some nasty tricks, which make them dangerous. First, they can block your basic attack, which means that sometimes you can only strike them with your final blow. Second, they are hard to grab (so don't try it). If you approach them from the front they can grab and strangle you, doing multiple damage, or perform a series of three deadly punches. It's best to either flying attack them, or just rapid punch and slowly wear their energy bars down. Remember they can't block weapon attacks, use the Tompha and Lumber.

You can tell Maki's in Britain. How? Yep, it's that train again.

CARLOS (Greasy Brazilian Sword Fighter)

Whilst appearing very similar (in terms of moves), there is a huge difference between Carlos and Maki. Carlos, like Cody, has a good attack range, does medium damage, can hold onto knives and use them to stab enemies indefinitely, and has a rapid four-hit basic attack method. He has a hard-hitting maximum damage combo (as shown below), but this can only be put to use on a single enemy – ie don't try grabbing anyone when there is a group of enemies around, as they'll bash you.

Basic Attack Method
(PUNCH)
Carlos performs a four-hit combination, two jabs (100 points each), a stomach punch (300 points), followed by a kick (500 points).

Jumping Attack Two: Jab
(JUMP, PUNCH AND DOWN)
The second jumping attack is this flying arm jab, which operates as a 'softener' to enable you to get close to an enemy without knocking them down. Used in combos (200 points).

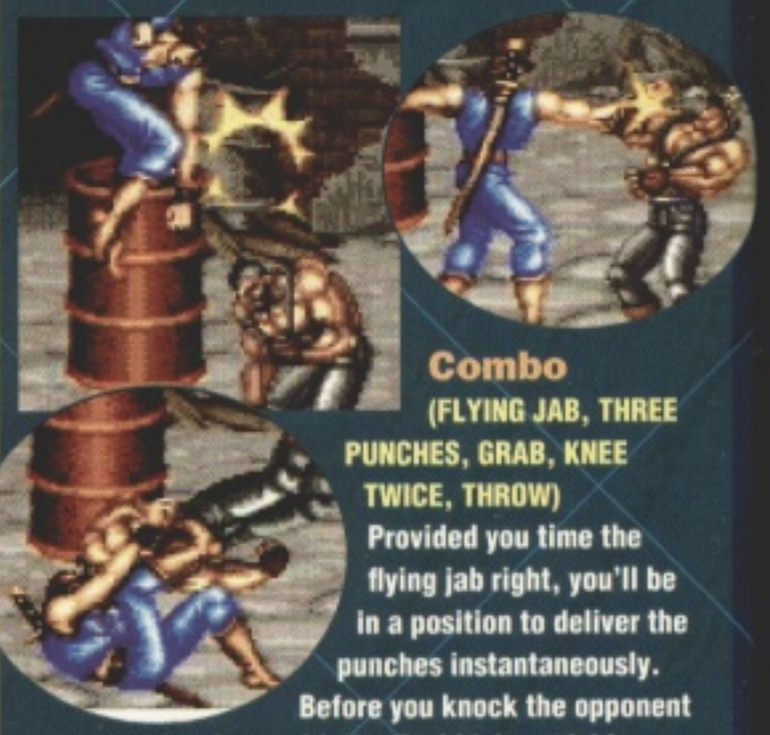
Grab Attack: Knee Smash
(GRAB, PUNCH)
Carlos has a nifty triple Knee Smash. While the third hit does triple the damage, it's normally best to throw after two knees. (First blow: 100 points, second blow: 200 points, final blow: 300 points.)

Jumping Attack: Flying Kick
(JUMP, PUNCH)
Carlos has a simple flying kick, leg extended (100 points for every enemy struck).

Throw
(GRAB, PUNCH AND LEFT OR RIGHT)
An ace body heave throw, where Carlos pulls himself to the ground and the enemy over him, before springing back up (300 points).

Special Move: Sword Attack
(PUNCH AND JUMP)
Carlos finally gets to use his sword, in a blur of slashes, before replacing it in its scabbard and admiring the destruction he has caused (400 points per enemy struck).

Special Feature: Keep Knife
After picking up a knife (the most common weapon of all) Carlos can, provided an opponent is near, stab them and then retain the knife for further violence. If used in a direction where an opponent is far away, Carlos will throw the knife as usual.



Combo
(FLYING JAB, THREE PUNCHES, GRAB, KNEE TWICE, THROW)
Provided you time the flying jab right, you'll be in a position to deliver the punches instantaneously. Before you knock the opponent down with the final kick, grab him, knee him twice then throw (1,300 points).

MAKI (Warrior)

Maki is an exact replica of Guy from *Final Fight*, right down to her special feature of attacking off walls. She has a short range, does medium damage, and is the fastest of the three by far. Plus she has an impressive rapid five hit basic attack.

Basic Attack Method

(PUNCH)

Maki's Basic Attack is a punch done in a five-hit sequence: Two left jabs (100 points each), a right jab (200 points), an elbow (250 points), followed by a mini flying kick (350 points).

Throw

(GRAB, PUNCH AND LEFT OR RIGHT)

A deadly over-the-shoulder lob (300 points). You can use an opponent to throw at another baddy.

Jumping Attack: Flying Kick

(JUMP, PUNCH)

A razor-sharp flying kick, leg extended (100 points per enemy hit).

Grab Attack: Knee Smash

(GRAB, PUNCH)

Just like Carlos, Maki does a Knee Smash attack that causes triple the damage on the final blow. (First blow: 100 points, second blow: 200 points, final blow: 300 points.)

Special Feature: Off Wall Kick

Provided there is a wall at an edge of the screen, Maki can perform this damaging long-range flying Off Wall Kick by jumping towards the wall, pressing jump as she makes contact with the wall, holding DOWN on the D-pad, and either LEFT or RIGHT for a short or long kick, depending on the side of the screen that the wall is on. (100 points.)

Jumping Attack Two: Elbow

(JUMP, PUNCH AND DOWN)

Maki's softener is using a deadly Flying Elbow to strike and get in close to a baddy (250 points).

Special Move: Spinning Kick

(PUNCH AND JUMP)

Maki drops to the ground and does a sort of breakdance move, which looks silly but takes out anyone in the vicinity, whilst racking up 300 points per enemy struck.

Combo

(FLYING ELBOW, FOUR PUNCHES, GRAB, KNEE TWICE, THROW)

Maki's Combo is just like Carlos', except you add a fourth punch for Maki's rapid hit capability. This is a powerful eight-hit combo. (Scoring 1,500 points.)

ELIZA, MARY

Eliza and Mary have an unnerving ability to jump on your head when you least expect it, doing a fair bit of damage and giving the other enemy sprites plenty of time to adopt an attack position. When Eliza or Mary are on-screen you should be able to see their attack coming, and perform your Special Move on them as they jump. But if they are off-screen you just have to use guesswork. Their basic knife attack isn't too friendly either. When you see the girls, follow them across the screen and take them out as quickly as you can. Their energy bars are small, and it's worth eliminating their immediate threat before getting back to the carnage.

Mary practises for a jump on the head when Maki gets back on her feet.

ANDORE JR, ANDORE, G ANDORE

At first look the Andores appear to be your deadliest opponents in the game, but in fact – if you deal with them correctly – they're complete wimps. Andores have a whole host of attacks, including a Pile Drive, a strangle, a powerful punch and, most commonly, their chest charge – but they have to get up really close to you to use them. The chest charge can be stopped very easily with a punch by either Maki or Carlos (who both possess a rapid attack), but Haggar has a little more trouble with them. Andores have a large energy bar, but are only really a threat when they're accompanied by someone else.

ELICK

Although these guys are slow to attack and fairly easy to kill, they possess an electric charge which comes at the worst of times and can only be stopped with your particular Special Move or a well-timed Flying Kick. Unlike the other characters, you can't just pile them all on one side of the screen and keep punching, because they rush in from off-screen with their prongs out ready to roast you. A beady eye must be kept on the Elicks, and it's best to do away with them before you tackle anyone else.

JOE

These guys flame-throw. They run on screen, throw their Molotov cocktails at you and run off again. Or at least they try to – half the time they burn themselves or their comrades doing it! It's good to know that their aim hasn't improved since *Final Fight 1*! Although one punch will get rid of these blighters, the flame they throw will still drop and spread out, so the best thing to do is just avoid them. Get on a different level and wait till they've gone. If you must attack them, throwing them works best.

Character selection

While it appears that Carlos and Maki are new additions to the *Final Fight* team, they are in fact identical to past-masters Cody and Guy in every respect (except, of course, their appearances). This in itself isn't so bad – they're both well-balanced figures and haven't featured together on the Super Nintendo before – but it does mean that the game is more a sort of *Final Fight 1 1/2* than a true sequel. Carlos is the best overall fighter to choose in a one-player game, but Haggar rakes in more points once you become an expert.

Here's that character select screen – but which one's best?

The munchies

Barbecue – 9/10 your energy bar
Tendon, Nikuman, Lobster – 1/2 your energy bar
Bread, Doughnut, Spinach – 1/3 your energy bar
Soft drink, Milk, Coffee, Chocolate – 1/10 your energy bar

The points

Diamond, Gold – 10,000 points
Money, Trophy – 5,000 points
Stereo, Senko – 3,000 points
Watch, Shoes, Spanner, Dollar – 1,000 points

You can tell it's France by the street cafes – and we're just in time for tea.

What the time of day has to do with anything, I really don't know.

Level Guide

LEVEL 1: HONG KONG

The first level is very basic – just kill, kill, kill. There are plenty of goody-containers around, and after you emerge from the underground (the start of stage three), there's a Barbecue (there are two in the two-player mode) hidden in the barrel which will replenish your energy.

And – yes! – we've managed to clear round one. (*Who got these grabs? – Ed.*)

BOSS: WON-WON

He's a massive Samurai. The easiest way to kill this guy is to attack him as soon as he lands and then throw him left. Move up against the wall, facing towards him, and just keep punching very quickly. If you keep your back to the wall, no-one can touch you, especially not Won-Won, unless he tries his flying attack, which you can see coming a mile away – a shadow will appear beneath your character. Simply use your Special Move as he comes down, then punch him as normal. Not a very difficult boss.

LEVEL 2: FRANCE

There are fewer barrels and more bad guys to take on in this bit. Try to position all the Elicks and Andores up against a fence so you can kill them without worrying about them charging you. The last container before the boss (at the airport) is always a Barbecue. Make use of all the weapons on this level, and watch out for an attack by the women as soon as you reach the airport.

Look out behind you, Carlos! Freddie's on the warpath. (*Whoever took these screenshots is fired, right now – Ed.*)

BOSS: FREDDIE

Once again, as soon as Freddie appears, throw him left. Then make sure you are standing on the same horizontal level as him, and he'll get up and charge you. Continue to punch rapidly and you'll stop him in his tracks and knock him back. Keep standing on his level and he'll do it again. Your only hassle is the other enemy sprites – make sure they don't get behind you and don't move off Freddie's level.

You've got to move to the right now, Carlos. Go on, off you go.

Bratken's modelling a lovely blue and yellow stripey T-shirt, teamed with scarlet leggings, while Carlos goes for the more practical electric blue jumpsuit.

Er... Looks like we've cleared round three, too. (*Get out! – Ed.*)

ALONE! If you don't open these barrels you'll only have to face one enemy at a time. But, if you break into them, a whole horde of Andores and Elicks will attack you.

BOSS: BRATKEN

As soon as Bratken breaks out of his cell, attack him and lob him left. Ideally, you should adopt the same plan as with Won-Won (the boss from level one), but the other enemies attacking you at the same time have other ideas.

Make sure you use your special move on Bratken's jumping attack. It's best to kill all the subsidiary enemies before concentrating on the main stripey Dutchman.

LEVEL 3: HOLLAND

An extremely long and tough level this one, with not much in the way of energy to pick up, except in the two-player game where there's a guaranteed Barbecue as you come out of the mill (stage three).

Beware of the land mines at the start of this bit. They *can* cover your back, provided you move level with them, so anyone trying to sneak up behind you walks onto them. Don't stand too close to them or you'll get caught up in the explosion.

Also at the end of stage three, just before you jump down a level to meet the boss, you'll find two barrels standing next to each other — LEAVE THEM

Eliot's likely to stab you in the back, so keep your eye on him.

Erm... Can't think of anything to say. You'd better get on with the game.

LEVEL 4: ENGLAND

I don't know what the Japanese think London looks like, but it certainly ain't the Gotham City-type metropolis shown here! Right at the start of the level there is an extra life (GUY) hidden at the bottom of the screen behind the parallax, so go get it! The top of the train is a nightmare, just remember to fly-kick those Elicks. Once you jump down onto the final carriage where the boss is, there are two Barbecues (one in a one-player game) hidden behind the bottom wall of the carriage. Eat them before meeting the boss.

BOSS: PHILLIPPE

Phillippe the clown can grab you and

Phillippe sure ain't clowning around. He means business.

take an entire life off by bashing you with his stick. Go to the top or bottom right-hand corners as soon as he appears and wait. As he comes close, jump vertically upwards and kick on your way down. Continue this and he won't be able to touch you. If another enemy sprite gets close, just rapid punch them as usual, and don't worry – Phillippe won't be able to hit you while you're punching someone else.

LEVEL 5: ITALY

You'll find a hidden Dollar and a Watch at the start of this level, behind the two pillars you walk past, and at the bottom of the screen. These just give you a few extra points. Once you climb aboard the boat you'll find a Genryusai hidden behind

We're obviously in Venice, here. How do I know? Well, apart from the gondolas lining the canal banks, there's St Marks in the background.

the first iron column at the bottom of the screen. This gives you a brief but useful period of invincibility.

BOSS: ROLENT

The boss from the missing Industrial level of the original *Final Fight*, and

As Haggar will find out to his cost, Rolent's a real bast to kill.

running about. The trick here is to watch his shadow closely so you move onto the spot he's going to land on, just as he lands on it. Oh, and avoid the grenades. Rolent is easily the hardest boss in the game.

LEVEL 6: JAPAN

It's back home to the Orient for the final stage. There are some more mines at the beginning, so keep well away from them. This is the longest stage in the game by a long way, and you'll need to carefully conserve your energy if you're going to make it to Retu, so don't use any extravagant combos unless you're sure its completely safe.

Once you enter the Palace Garden

I was going to give you a 'Did you know?' fact about pandas and bamboo, but London Zoo was engaged. Sorry.

The final boss in the game, Retu, is very easy to beat.

(stage two) you'll find a hidden Barbecue, an extra life, and a Watch in the horizontally scrolling section. You'll find these goodies in the bushes at the bottom of the screen. Once inside the Palace go up a few flights of steps and you'll reach...

THE FINAL BOSS: RETU

Actually, this guy's dead easy to finish off – which is a bit of an anti-climax

Hurrah! Haggar, Maki and Carlos have won through to the end of the game.

really. Simply Flying Kick him as he hops about, stay out of his reach, don't go in close once he's knocked down and use your Special Move if he tries to jump on you. Retu's hard to grab, and proves to be a slippery customer if you want to Spinning Pile Drive him, but with a little practise you'll soon have him sussed.

There're no other enemies to deal with in this bit either.

There you go, you've finished it! Why not try and beat my top score of 2,631,500 on 'Expert', without using a continue? Now *there's* a challenge for you.

The Bonus Rounds

THE TRUCK

Just knacker it, basically. Hit the roof of the car first, then the bonnet, then the roof on the other side. Using the Tompha destroys the car the quickest, so make sure you pick this up straight away.

There's no careful planning involved here, just keep hitting.

You won't get the extra bonus if you don't destroy all the barrels.

THE BARRELS

Keep moving. This stage is easiest to do with Maki, as she's the fastest. Time your punches on the barrels so you don't make contact when they are alight, and use your Special Move. If a barrel is on fire, keep walking and hit from the other side.

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FIRST SAMURAI

It's a conversion of an old Amiga game. (Sound of trampling feet receding into distance.) A good one, mind, that got 91% in *Amiga Power*. (Pause, then sound of trampling feet reapproaching.)

One of the end-of-level bosses is this Terminator-type chap. Stab him a bit and then stand back.

UK Release

Game: First Samurai
Publisher: Kemco
Developer: In-house
Price: TBA
Release: September
Players: 1
Cart ROM: 8 Mbit

'Ere, you're that bloke off the telly, aren't you?'
'No, I'm not.'
'Oh.'

A spooky noise heralds the arrival of First Samurai, spirited in thus.

An axe! Or about 25 axes, in fact, which you can throw. And there are knives, too.

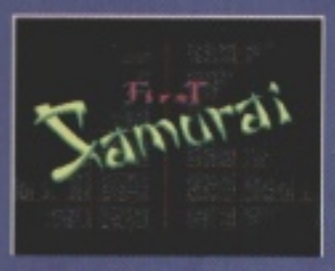
This is Tokyo, believe it or not, in 1999. Futuristic, eh?

Ring the bell and a wizard will appear and put the fire out.

You won't get clues like this after the first few screens. Sorry.

Here's another boss – some snakey things. Stay in the middle of them.

GOOD, BAD OR UGLY?



'Look, pal,' you're probably thinking. 'I'm a Super Nintendo owner. And I didn't become a Super NES owner just so I could play conversions of rattly old Amiga games. Be gone! Vamoose!'

But, although the Amiga can't possibly hope to compete with the SNES in terms of technical excellence, and things like *Mario Kart* and *Starfox* will forever be out of its reach, its back catalogue does contain some really good, solid, playable, cleverly designed games. And it's hard to grumble when the best of them get creamed off onto the SNES.

Right, with that settled, what makes *First Samurai* such a good game? Basically, the way it's been put together. The authors could have just satisfied themselves with a simple platform hack-'em-up – a really good one, mind, with varied scenery, a carefully balanced baddy-to-power-up ratio and responsive controls.

But no. They've gone much further than that, sprinkling the game with loads of nice little touches that make it both lots of fun to play and really involving. Most of them tend to involve the sound effects – the okayish background music is supplemented by loads of context-sensitive sound effects, the best of which surely has to be a snatch of the *Hallelujah Chorus* when you burst open a treasure chest. And there are plenty of puzzley-type situations, too, to break up the action and add even more challenge than there already is. Well, not puzzles, exactly, as the solutions invariably involve invoking (allit.) the wizard to help you out, or chopping though a weak spot in the wall with your sword.

First Samurai's Amiga heritage is only really visible in the graphics, which are rather dark and dull, with mainly simple backgrounds. Indeed, if those had been spruced up a bit we'd be looking at a corker of gargantuan proportions here. (That's not to say there aren't subtle improvements over the original, though – the whole thing's been speeded up quite a bit, which is no bad thing, and, er, all the levels have been completely redesigned and re-ordered.) Apart from that it could easily be mistaken for a born-for-the-Super Nintendo game, and a really good one into the bargain.

● Jonathan Davies

GRAPHICS	SOUND	GAMEPLAY
71%	86%	85%
GAMELIFE	OVERALL SCORE:	80%
83%		

VERDICT: No stunner to look at, but underneath it's a finely tuned adventure/slice-'em-up with weeks(ish) of playing potential.

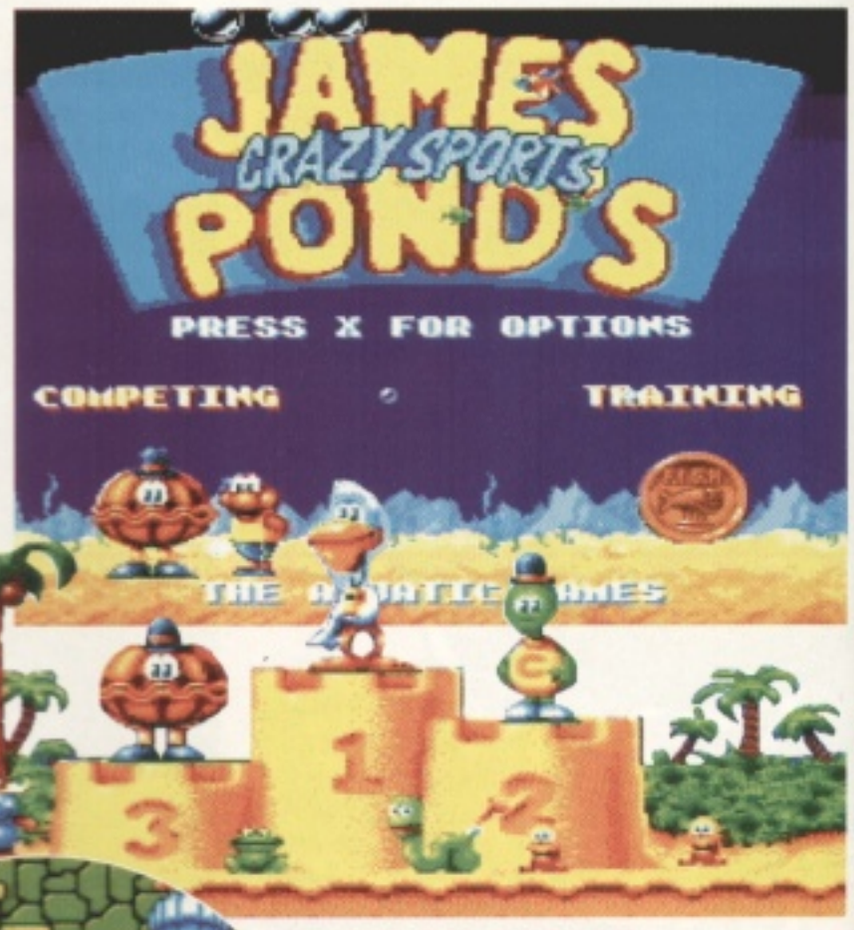
JAMES POND'S CRAZY SPORTS

UK Release

Game: James Pond's Crazy Sports
Publisher: Storm
Developer: In-house
Price: £TBA
Release: September
Players: 1 to 4
Cart ROM: 4 Mbit

They could have called this game *James Pond's Crayfishzy Sports*. But luckily they didn't.

Here's what you need to know: It's a multi-event sports game, along similar lines to ancient coin-op *Track And Field*. It's appeared on just about every other format there is, though it's usually called something else (*Aquatic Games*, to be precise). And there are eight events, which you can play individually or all together, and on your own or with friends. And that's it, basically.



100 METRE SPLASH

Run along the surface of the river as quickly as you can (you'll sink otherwise) by pressing A and B really fast, hoping to make it to the other side. A frog competes against you. Plus! Jump over, rather than bumping into, the duck half-way across and he'll give you a free lift for part of the way.

KIPPER WATCHING

There are lots of seals lying on the beach asleep, and someone's throwing beachballs at them. Deflect the balls so the seals don't get woken up. And watch out for alarm clocks and exploding balls.

BOUNCY CASTLE

Bounce about on a couple of trampolines to complete a certain number of acrobatic manoeuvres within a time limit. There are bonus bits and pieces to collect, a pinball table-like affair at the top, and a rather hard floor which'll stun you if you fall on it.

TOUR DE GRASS

Hit A and B to get Mark the Shark to peddle his unicycle to the end of the course, avoiding obstacles.

SHELL SHOOTING

Two 'things', on either side of the screen, fire limpets across the floor. Flip them up into the air in the hope of bursting the balloons. Watch out for the horrible electrified limpets.

FEEDING TIME

Fish pop up out of the water waiting to be fed. You've got to fetch food (sweets, to be exact) from either side of the screen and lob it into their mouths. If you let them go hungry for long they'll be tempted by the bait that gets lowered down from above and – whisk! – they'll be gone.

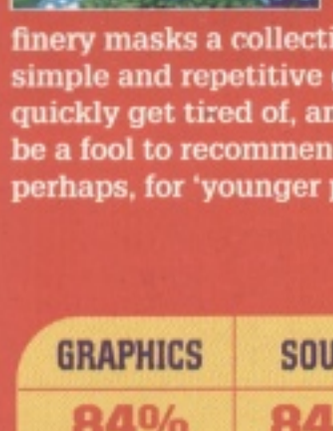
RELAY RACE

A bit more adventurous, this one – various animals take it in turns to complete parts of a course, mostly by bashing A and B. The catch is that to pass the baton from one character to the next you'll have to use seesaws, bounce balls into them to wake them up and things like that.

LEAP FROG

Hit A and B as fast as you can to get your frog to the end of the course. And jump over the hurdles, which are electrified.

GOOD, BAD OR UGLY?



James Pond's Crazy Sports is all very slick and everything, with loads of twiddly animation, funny bits, and jolly tunes, but all this technical finery masks a collection of impossibly simple and repetitive games that you'll quickly get tired of, and I'd consequently be a fool to recommend it to you. Best, perhaps, for 'younger players.'

● Jonathan Davies

GRAPHICS	SOUND	GAMEPLAY
84%	84%	48%
GAMELIFE	OVERALL SCORE:	
44%		53%

VERDICT: Slick and fun – sort of – but this isn't really a very sensible way to spend £40 or so.

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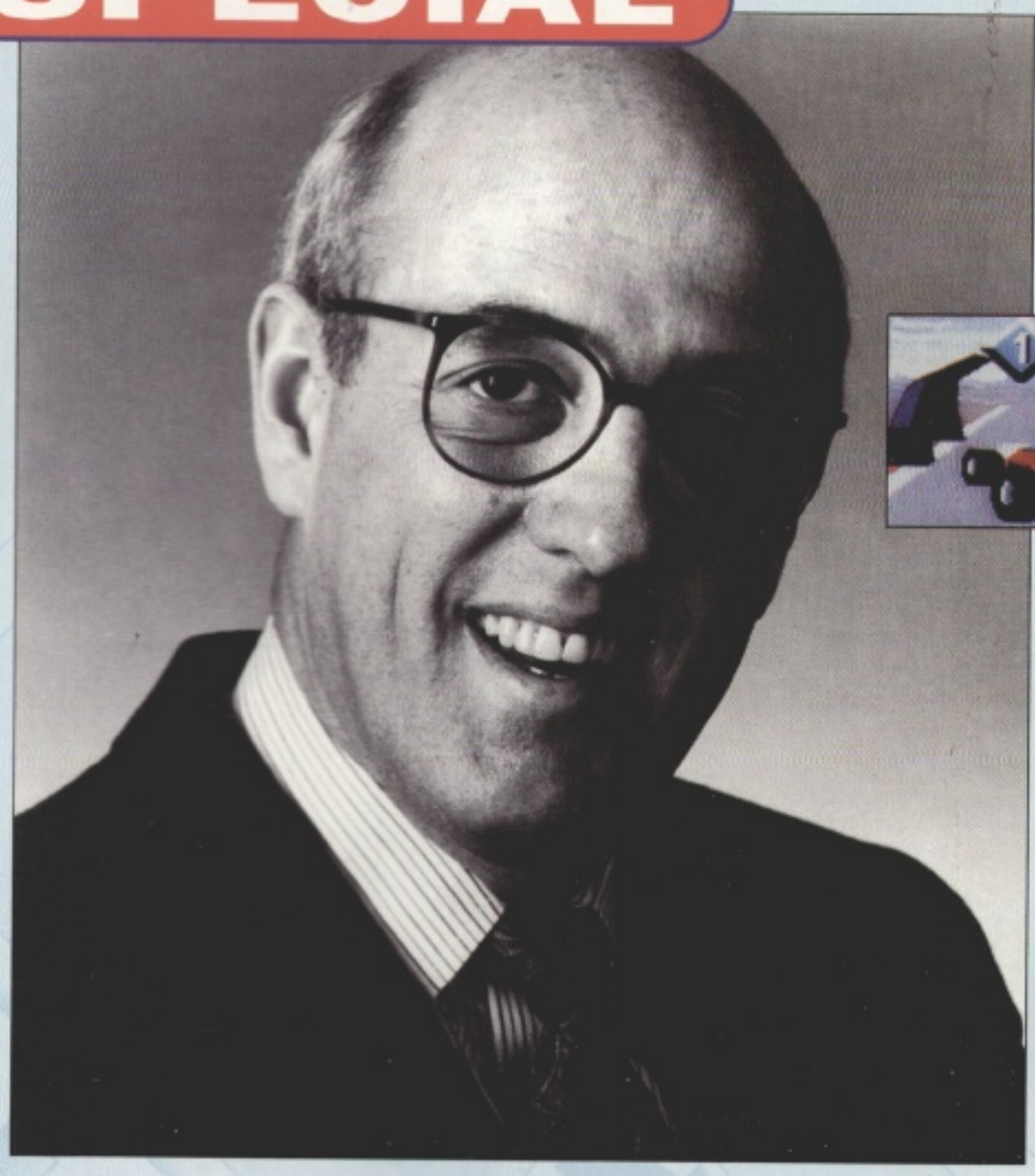
INTERVIEW SPECIAL

WHAT DO

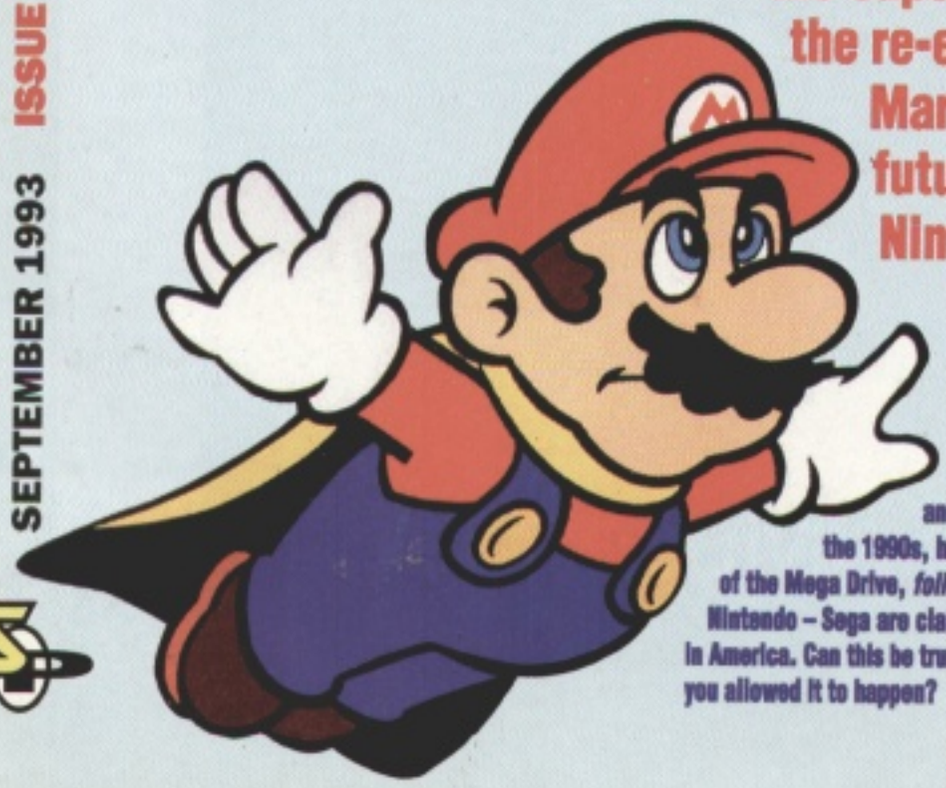
FOLLOWING MORE DISAPPOINTING NEWS ABOUT THE NINTENDO CD, AND A FLURRY OF ACTIVITY FROM SEGA, IT'S TEMPTING TO SUGGEST THAT THINGS CAN'T BE RUNNING TOO SMOOTHLY AT NINTENDO AT THE MOMENT. BUT IS THIS THE FULL STORY? SUPER PLAY SPEAKS TO PETER MAIN, NINTENDO OF AMERICA'S SECOND IN COMMAND, TO FIND OUT. THEN, OVER THE PAGE, YOU'LL FIND AN INTERVIEW WITH BILL DUVALL, WHO'S ONE OF THE MAIN MEN AT THE MUCH-TOUTED 3DO. COULD THIS, AND *NOT* NINTENDO, REALLY BE THE FUTURE OF VIDEO GAMING?



FX Trax, the new Super FX game, using a new, updated version of the chip – one of the biggest games of the year for Nintendo.

1994 will see a number of new Super FX games appearing, some from third-party manufacturers.

This is the big one – about as close to a 'from the horse's mouth' exposé of Nintendo's plans as we're likely to get for the next six months. *Super Play*'s Dave Roberts caught up with Peter Main – vice president, marketing of Nintendo Of America, and second only in the States to big boss Howard Lincoln – at the recent Chicago CES show. In the pages that follow he answers questions on the Super FX chip, the re-emergence of Mario and the future of Nintendo CD.



Q Peter, throughout the 1980s there was no doubt that Nintendo were kings of the hill, and Sega were also-rans. In the 1990s, however – since the launch of the Mega Drive, *followed* by the Super Nintendo – Sega are claiming to be out-selling you in America. Can this be true? And, if so, why have you allowed it to happen?

A Absolutely not. You kinda knew I was going to say that, didn't you? But it's the truth. We'll sell about 8.5 million Super Nintendo units this year, to give us an end-of-year installed base of 16 million. Sega themselves are saying they'll sell 6.5 million Mega Drives, giving them an installed base of about 13 million. That's a gap of 3 million – close, but not that close.

Q What do you think gives you the edge this year?

A Well, in January, February and March it's probably fair to say we *didn't* have the edge. They were doing a *Sonic 2* giveaway with the machine, and they did some pretty good numbers. However, the launch of *Starfox* turned the tables.

We shipped out over 1 million units of that game in a single day, and it's already the fastest growing video game ever. That gives the hardware a tremendous boost, as it opened up people's eyes to just what the Super Nintendo is capable of.

Q And the chip has already been improved?

A That's right. We are working with the second generation Super FX chip, which will be seen for the first time in *FX Trax*, a racing game due in December.

Q What are the major differences of the second generation chip?

A Well, technically it offers a very big enhancement in terms of the speed of the game and the quality of the graphics. That's probably best expressed to the players by saying that the second generation SFX is as big a step up from the original version as the original SFX was over a standard Super Nintendo cartridge.

Q So why is it being used so sparingly? You only seem to have plans for one more title this year – *FX Trax*.

A Actually, there could well be two more. We're looking to launch a couple of SFX games straight after Christmas, possibly even before the New Year.

The current incarnation of Sega's Mega CD – little real worry, as far as Peter Main is concerned. 'I'm not dismissing CD though,' he says. 'Just trying to put it into perspective.'

...T WILL NINTENDO ...O NEXT?

Peter Main, vice president (marketing), Nintendo Of America

Q Can you give us an idea of what type of games they will be?

A Sorry – I can't at this stage. Let's just say that the SFX chips will enhance every type of game, not just racing games or flight games. They can improve character games, platform games, puzzle games, anything.

Q So will we ever see a *Mario FX*?

A Well, it seems like a good idea, doesn't it? We have been experimenting along those lines, but I can't say anything else right now.

> 'We shipped over 1 million units of *Starfox* in a day. It's the fastest growing video game ever.'

Q How many SFX titles will you release in '94?

A There's been no number decided on yet, but if we say we will release four this year, I would think that we will produce significantly more next year.

Q Over 10?

A Significantly more than this year. That's all I can say.

Q Are you disappointed by the fact that so few third-party developers seem interested in working with the chip?

A No, because up until this month they haven't been able to. We knew some time ago that the original chip in *Starfox* would be superseded, so we didn't send publishers that specification. We now have the specification for the second chip, and that went out to them only a couple of weeks ago.

Perhaps the impression that they were not too supportive came about because, it has to be said, they were a little miffed at us holding back the technology. They felt they were missing out on something. But now they have it, and we've had some very good response. I fully expect there to be a pretty wide range of third-party SFX releases in '94.

Q Apart from the SFX, what else do you think will give you the necessary momentum to keep out-selling Sega throughout this year?

A The next big boot on the horizon is a third-party title, *Street Fighter II Turbo* from Capcom. (*Reviewed this issue – Ed.*) That's towards the end of July, and will give us a tremendous competitive advantage, because it's a terrible shame, but, d'you know what? Sega owners are only just getting to see the standard edition. (*Not strictly true, but we'll allow Peter a bit of artistic licence – Ed.*)

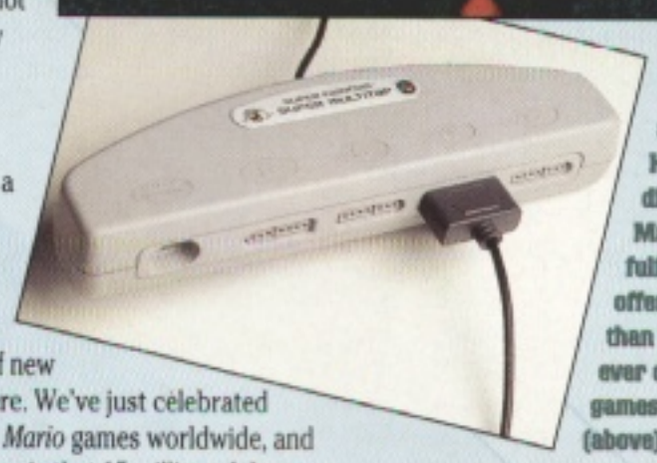
A couple of scenes from *Mario All-Stars* – the American version of the *Super Mario Collection* reviewed this issue. A great title – perhaps the best of the year – but where are the *new* games?

Q What about Nintendo's own software? There have been some suggestions that the depth of quality on your own label isn't as strong as it might be. Isn't this reflected by the fact that, great though it is, your main Autumn title is a compilation?

A I think that's the view of a cynic or a Sega employee. We are certainly not going to make any apologies for building on the success of *Mario*.

We know for a fact that his popularity is not waning, it's increasing – there are plenty of new *Mario* fans out there. We've just celebrated selling 100 million *Mario* games worldwide, and the interesting thing is that 15 million of those have been over the last 12 months.

What happened with *Mario All-Stars* is that the *Mario* team said to us that they thought they could improve the graphics and sound of the original *Mario* games, get them all onto one Super NES cartridge, and still remain faithful to the original gameplay. It would have been foolish not to do it.



Self deception? Surely four-player adaptors like Hudson's (left) – dismissed by Peter Main as 'never really fulfilling its potential' – offer the player more than the Super Scope ever did, even with games like *Yoshi's Safari* (above) now available?

Q But what about a genuinely new *Mario* game being released?

A Well, Mario is continuing to go into various offshoots. At the recent CES we previewed his new game that works with the Nintendo mouse, *Mario & Wario*, which is a sort of puzzle game. And then there's *Yoshi's Safari*, to work with the Super Scope, too.

> 'Software is what we do best – we're not hardware gurus and we don't pretend to be.'

Q But what about a proper, full-sized *Mario* game – a *Mario V*, basically.

A All I can tell you for sure is that you will see it, but that you won't see it this year, or in 1994 for that matter.

Q Do you think there's ever a danger that you might stretch the series too far?

A It's something we have to be careful about, obviously. Our biggest step forward in the series was definitely from *Super Mario Bros 2* to *Super Mario Bros 3*. We want to make sure that the step from *Super Mario World* to *Mario V* is just as big. Mr Miyamoto and his team of 125 developers are making sure of that – they remain very exited not just about this next big *Mario* game, but the next couple after that too.

Q But no new *Mario* games in the near future. What, then, will be the pick of Nintendo's imminent original games?

A We're working very hard on expanding our sports range, and I think one of the stars there will be *NHL Stanley Cup Ice Hockey*. It uses Mode 7 graphics, and is already looking like the best ice hockey game I've ever seen.

Q What about SNES peripherals? Sega is making great play of its VR visor for the Mega Drive. Do you have similar plans ?

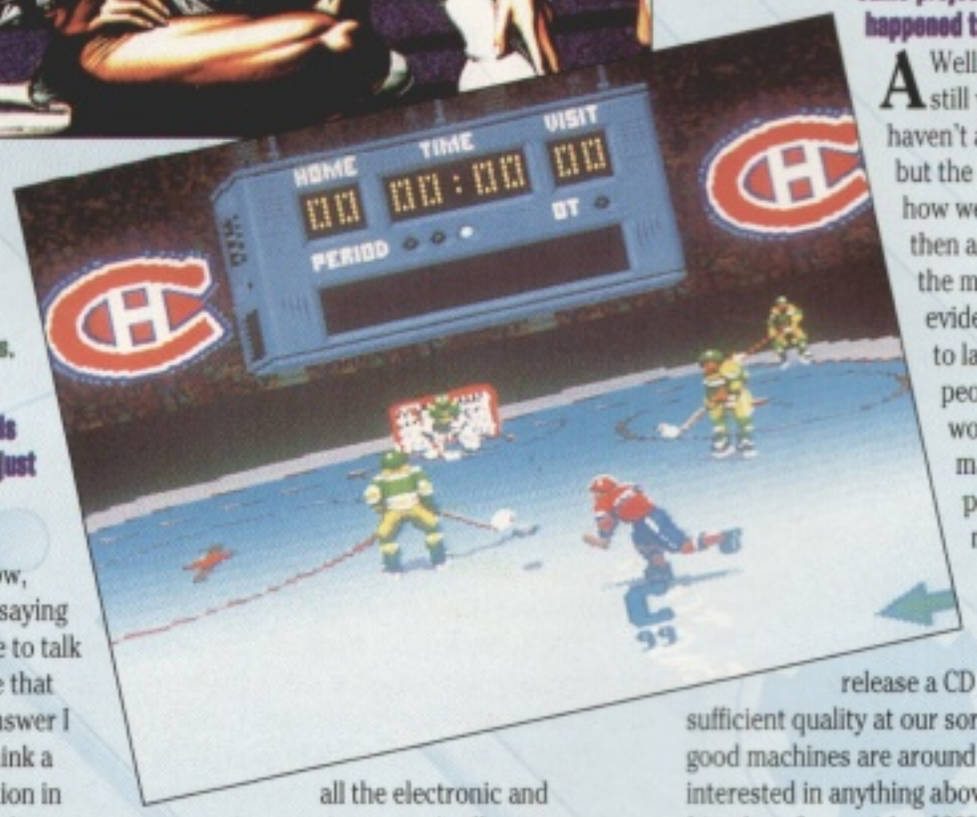
A Again, you're not going to see anything this year. I think the key thing with peripherals is 'Do they really enhance the game?' We've had experience with some products in the past where they've had the appeal, they've looked great, but they haven't added anything. I'm thinking about some of the infra-red stuff, the Mattel gloves and even the four-player controller. That was a nice idea, but never really fulfilled its potential.

Some peripherals can have us all dreaming, and sound great in press releases, but you get them to market, and players realise they don't actually do much for them.

Q So there'll be no VR visor for the Super Nintendo, then?

A That's about the size of it. We've looked at it, and it certainly won't happen this year.

The new, tougher, heroes of *Street Fighter II Turbo* (above) lead the SNES charge this Summer, though Peter Main also has high hopes for *NHL Stanley Cup Ice Hockey* (right) – the first of a series of new sport games.



Q Looking beyond software, peripherals and even the Super Nintendo itself, just what are Nintendo's plans regarding new hardware and the emergence of CD?

A All throughout the recent CES show, people have been coming up and saying to me 'How can you sit tight and refuse to talk about CD? Are we supposed to assume that you have no plans? No research?' In answer I would say, 'Don't be ridiculous! You think a firm the size of Nintendo, in their position in the video games market, is about to abdicate from that?' Of course not.

Q So why the silence?

A Well, for one thing it makes a change from everyone else's attitude. For years now, people have been flashing around phrases like 'multimedia' and 'interactive entertainment.' Marvellous words – say 'em quickly, and it seems like anything is possible.

And around these phrases, a market has sprung up, based on goodness only knows what. Now people are saying it could be worth $15 billion in the next few years, so of course all the electronic and entertainment giants say, 'well, we want a piece of that, too' and so they join in, and everyone starts to form 'strategic alliances' – another key phrase. But what are they actually doing? What are they really offering? Where are the products? Where, indeed, is the market?

Q So are you dismissing CD? No one else at the CES seemed to. All the talk was of 3DO, and their new format that offers Full Screen Full Motion Video graphics, processing hundreds of times faster than cartridges, with over 60 million colours on screen.

A But where are the 3DO machines? And when do they arrive? How much will they cost? $700? We're not interested in that sort of price point.

I'll tell you something. I've been offering everyone this bet, and I'll offer it to you. I bet $10,000 of my own, personal, hard-earned money that we will generate more income through one title, *Mario All-Stars*, than 3DO will generate through *all* their hardware and software sales this Christmas.

Mario & Wario, a mouse-controlled puzzle game, further exploits the *Mario* characters.

People are attacking us for not making this statement or that promise about CD. But ask yourself this: Who had the biggest share of bullshit at CES? It certainly wasn't Nintendo. That's one battle we lost.

I'm not dismissing CD altogether though, I'm just trying to put it into perspective. Nintendo concurs that the rate of change in this market will speed up dramatically, but we also think that the number of lost dollars and broken dreams along the way will be huge.

Our basic attitude is that we want to do our research in our own back rooms, not in the consumer's homes. We'll pay for it, not our games players.

So, right now our focus is very much on cartridges, on improving the quality of the software that Super Nintendo owners can play at the moment. Software is what we do best – we're not hardware gurus, and we don't pretend to be.

Q But 18 months ago you made a statement of intent in the CD market. You said that you were working with Philips on a 16-bit CD-drive for the Super Nintendo. Then, only a few months later, you said you were working with Sony on the same project. What exactly has happened to those projects?

A Well, the CD project is still very much alive. We haven't abandoned it at all, but the difference between how we saw the market then and what we think the market needs now is evidenced by our failure to launch it. Our own people are now working in-house on a machine, and progress is being made with that.

The problem is that, at the moment, you can't release a CD machine of sufficient quality at our sort of price. The really good machines are around $700, and we're not interested in anything above $200. Even our friends at Sega, with a $299 price point, haven't been able to find a market.

Q Will you release a drive for the Super Nintendo, or a stand-alone machine?

A I can't tell you that.

Q Will you go for 16-bit or 32-bit?

A I think there's a lot of extremely strong evidence that 16-bit CD memories are inadequate for what we want.

Q So we'd be looking at a 32-bit drive, or stand-alone machine, for a price tag of possibly $199?

A Sounds pretty good, doesn't it?

Q Doesn't it worry you at all, though, that Sega are already offering their games players a CD-drive?

A Not in the slightest. The only thing that worries me is that I haven't got the sort of budget to waste on two-and-a-half-minute advertisements for a product that has only been bought by 4% of Mega Drive owners.

The Mega CD is dead in Japan, it's more or less dead over here in the States, too and I can't see much of a future for it in Europe. It's certainly not the kind of endeavour that we need at Nintendo.

INTERVIEW SPECIAL

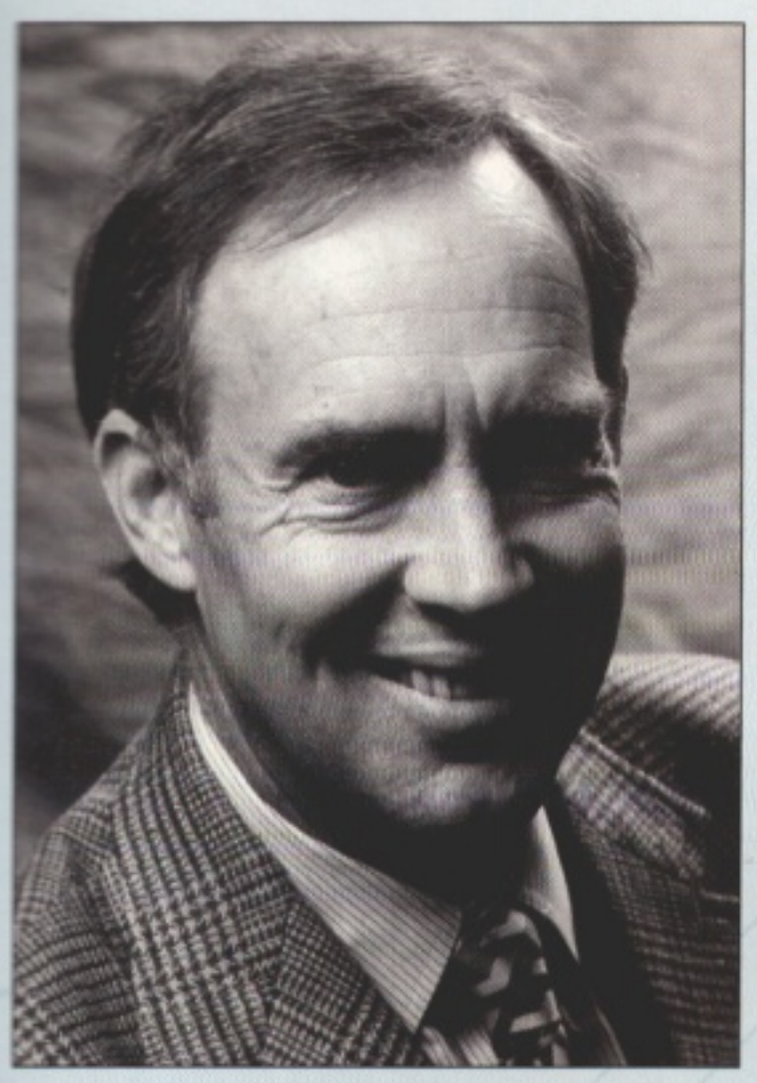
With Sega's Mega CD a real disappointment, the 16-bit Nintendo CD apparently canned, and the new 32-bit system still years away, the sexy new 3DO machine from EA/Panasonic/ Sanyo and co was the undisputed star of this Summer's CES. It looks like being a serious challenge to all existing systems, from high end PCs on down, and, if 3DO get their way, could become accepted as an industry standard for CD systems in a way that could freeze the traditional consoles out. Being impressed with the hardware, the software, and the potential future of the machine, we decided to talk to one of the company's big cheeses. The guy we got was Bill Duvall, senior vice president (software).

Q Okay, Bill. First off, we all know software sells machines – indeed, having good games is vital to a system's success, as Nintendo, amongst others, has proved. So what's the situation with 3DO? What will you have out there on launch?

A 3DO ships in America in September, with the first machines on sale in October, while in Japan and Europe you'll have to wait until '94. We know we'll have 10 games ready to be shipped the same day as the machines in the US, with another 10 by Christmas.

Q But equally, good games aren't anything without good hardware. What's so much better about 3DO, and why should any of us want to buy it?

A The first big thing about 3DO is the strength of the platform – the machines are sufficiently more powerful than existing rivals (and that includes PCs, as well as things like the Super Nintendo) to make a clean break from the stuff that's gone before. For instance,



THE 3DO CHALLENGE

Forget Nintendo: This was the star of the recent CES

Bill Duvall, senior vice president (software), 3DO

By Matt Bielby

the first 3DO machines will be 80 times faster at graphics manipulation than fast PCs today, and later machines will be even better. With 3DO, the standard of everything – from the quality of the hardware to the intelligence of the pricing (and yes, that means games *won't* be as expensive as they can be at the moment), is so much greater than what's currently available that we become a clear buying choice. If you look at the size and quality of the companies now involved – AT&T, which is the big US telephone company, Sanyo, Panasonic and so on – the chances of us failing are small.

Q But aren't Sanyo and Panasonic big rivals?

A That's the whole beauty of 3DO. What's happened here, you see, is that 3DO itself is basically a research and development company. We don't *make* anything ourselves – we've simply designed and developed the best possible CD platform we could using current technology and keeping the price low, and then we've licensed that basic technology out to people. It's like video recorders – Sanyo will make their 3DO player, Panasonic will make theirs, and they'll both be rivals, yet perfectly compatible with each other. We're setting an industry standard, and one that can be improved on, with better or cheaper 3DO players coming out as people design them.

Q So what, once you've set this standard, does 3DO (the company) actually *do*?

A Good question. As I said, we're a research company, and we'll continue to research ways to improve 3DO, while keeping every version compatible with the ones that first came out. The 3DO you buy in 10 years time will be twice as powerful as the first machines that go on sale in October here, but the CDs you bought in October will still work on it.

Q So how does your system compare with Nintendo and Sega CD?

A It's very different, both in what it can do and the attitude behind it. Our main thing is to come up with the best possible CD system we can, and then turn it over to market forces – we're trying to get rid of the chaos of having lots of different competing systems, and so allow people to concentrate on bringing out the best software and hardware for it they can. The Nintendo and Sega CDs, on the other hand, are all about selling Nintendo and Sega games. We're different. We won't control the type of software that can come out for 3DO – as with music CDs, people can publish what they want, and the good stuff will sell.

> '3DO machines will be 80 times faster at graphics manipulation than fast PCs.'

Q So you won't be making the machines yourselves. I take it 3DO won't be publishing software itself either?

A We will, but in limited numbers. You see, to properly develop the hardware, we had to, and will continue to have to, develop software for it – if only so we can tell what the system will do. We don't want a situation where a game developer comes to us and says '3DO is no good because...' and we don't know what he's talking about, because we've never come across the problem ourselves. So we'll be developing the odd game, and – as it seems a shame to waste them – they'll eventually get published, probably on the EA label.

Spectacular graphics, like this shot from *Total Eclipse* – a 3D space shoot-'em-up – show some of what the 3DO system can do.

Q Ah, yes. EA. Just what *is* your relationship with them?

A An important point. The 3DO project was started by EA, and Trip Hawkins, the chairman of EA's board, is also the boss at 3DO – but that's the only connection. We're different organisations – to us they're just another software manufacturer, and to them we're just one of many different hardware platforms they can choose to support.

Whatever you do, don't try turning the 3DO logo on its side though – it looks a bit too close to the EA one if you do!

Q Finally, where do you think we'll be in 10 years time? How important will 3DO be?

A I believe it'll be the industry standard. Quite simply, people want this machine. The players want it, because the games will be much better than anything they can get elsewhere, the software houses want it because it means they won't have to develop for so many different platforms, and the shops want it, because stocking every format is a nightmare. As 3DO is so specifically designed to do the things game developers want it to do, we think it'll almost kill the PC as a games machine. I wouldn't be surprised if people stop using it for that purpose. It'll eat into Sega and Nintendo's customer base too.

Q So can you imagine Sega and Nintendo ever giving up their hardware sides and publishing games on 3DO instead?

A Ha, ha, ha! Who knows?

The actual 3DO machine – this one made by Panasonic (left) – and the driving game *Crash 'n' Burn*, likely to be one of the first releases for it.

Want to know more about 3DO?

Then we know the place to go! For much, much more on the new machine – from the complete technical specification to the first games – check out the first issue of *Edge* magazine, on sale Thursday 19 August. (That's just two short weeks.)

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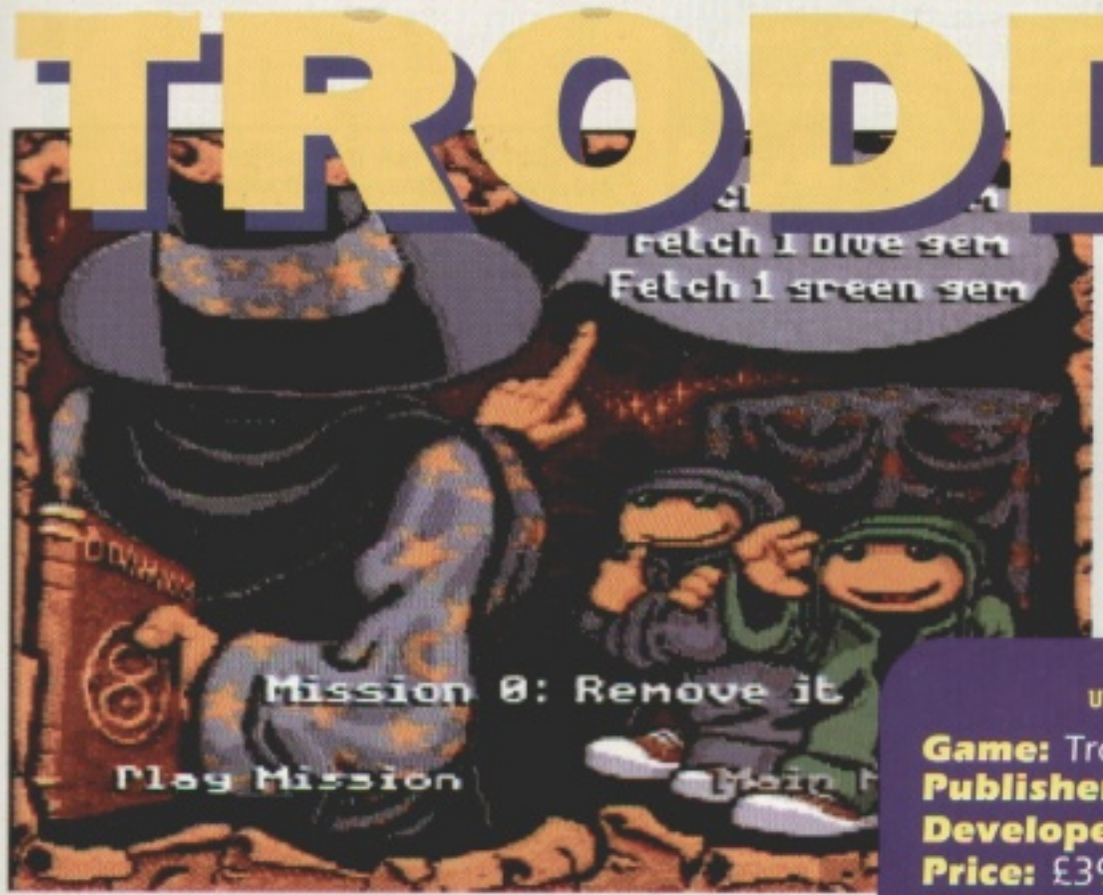


Hordes of little furry creatures blindly marching on to certain doom – and only you can save them, by guiding them past the traps and home! It can only mean... er, *Troddlers*?

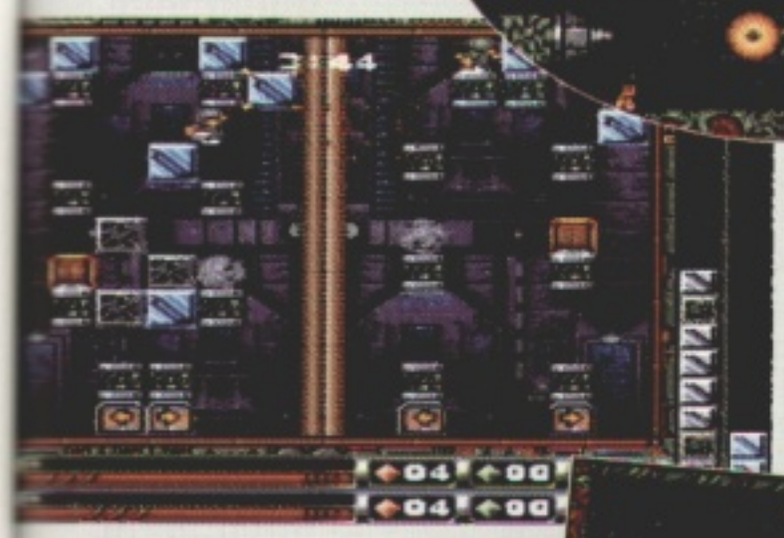
UK Release

Game: Troddlers
Publisher: Storm
Developer: In-house
Price: £39.99
Release: September
Players: 1 or 2
Cart ROM: 4 Mbit

Troddlers laugh in the face of gravity – ha! Sad then, that they should choose to go jogging in a room full of ceiling-mounted meatgrinders.

You control a little chap called Hokus (or Pokus, in two-player mode), who's a sorcerer's apprentice – his mission is to return the Troddlers safely to your master's storeroom. You have the power to move bricks and boulders, thereby altering the path that the Troddlers will take.

To complete a level you may have to fulfil other tasks, like collecting gems or killing Zombie Troddlers. As you progress you will run up against bombs, cannons, ice-blocks and ever more fiendish traps.



With the skillful deployment of your bricks, you can build stairways and bridges to reach otherwise inaccessible areas of the screen.

So much for the Team game – Pokus has fallen asleep! This is for two players, who are *supposed* to help each other out...

... unlike in the War game, where the application of careful strategems and cunning tactics will mean victory over your opponent.

Or you can just hit each other, of course.

GOOD, BAD OR UGLY?

Whatever Storm might say, there's no denying it: *Troddlers* bears more than a passing resemblance to *Lemmings*. Fortunately there are plenty of other ideas in here ('Ah yes, *Solomon's Key*,' murmured Jonathan, sagely), all helping to raise the game above its otherwise derivative status. The way the little creatures troddle up walls and along ceilings is quite clever – erm, in a planimetric, topological sort of way (*Look them up; I had to – Ed.*) – and it's not immediately obvious where they'll end up.

Hokus and Pokus jump around in standard platform fashion, and in no time at all you'll have worked out how to use your block-manipulating skills. The controls are easy to use, and the game is also compatible with the SNES mouse – which, whilst not strictly necessary, should be commended. It's an encouraging indication that the mouse will see more use in the future.

Despite its cutesy 'pod people' characters, *Troddlers* is disappointing in appearance. The colours are dull and murky, and the blocky graphics have 'home computer' written all over them. The music is fine up to a point, and fairly unobtrusive, but during a long session you'll probably find yourself switching to just the (decent) FX.

My major concern is with the learning curve. I stormed through the largely-irrelevant Training levels, and breezed through the next 15, but suddenly found myself very stuck in the mid-20s. After which, for some unknown reason, things got a bit easier again. It may be that the combination of puzzle-solving and platform-style action makes the strength of the challenge vary from player to player, so perhaps this is a personal qualm. Once you get into the game, however, the hook is there; and with 100 levels to complete, this should keep you busy for a long time. And even when you've solved all those, there are a further 75 two-player levels to keep you interested.

● Zy Nicholson

GRAPHICS	SOUND	GAMEPLAY
70%	70%	80%
GAMELIFE	OVERALL SCORE:	
88%		79%

VERDICT: Initially *Troddlers* seems rather too easy, with disappointing graphics, but the game improves as you get into it. Cute, but not lovely.

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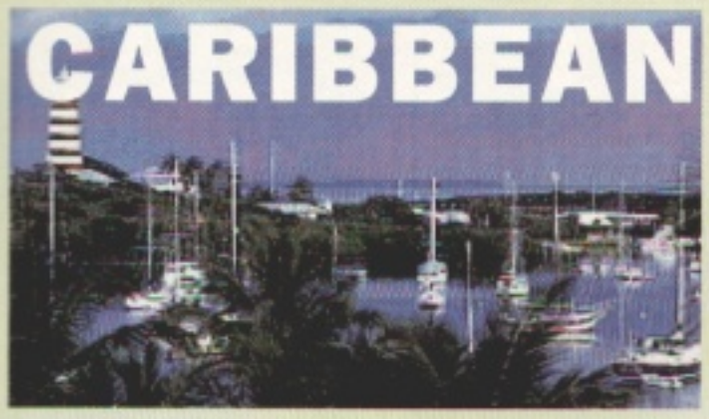
KAWASAKI: CARIBBEAN CHALLENGE



Pick any of these three islands.

The motorbikes bear no resemblance to the one you chose.

US Release

Game: Kawasaki: Caribbean Challenge
Publisher: Game Tek
Price: £37.99
Cart ROM: 12 Mbit

The same goes for the jetskis.

GOOD, BAD OR UGLY?

'Let me at it!' I cried, as *Kawasaki Caribbean Challenge* arrived in the office, 'I just love motorbike racing, and jet skis are brilliant fun to watch!' (Oddly, nobody seemed about to argue.) The reason why soon became abundantly clear, of course. I eagerly jammed the cart into the office Super Nintendo, switched on, chose my bike (you have a choice of three bikes or jet skis), picked the Caribbean island I wanted to race on (you get a bit of local history before each race), and could almost smell the fuel, feel the mid-day heat, and hear the water lapping gently at the island's shore when... Oh dear.

Yes (I'm sure you could see this coming), the game is, sadly, crap. At heart it's the sort of simple overhead-view racing game that CodeMasters used to churn out every couple of months on the Spectrum, and with barely better graphics. Yes, it's fairly fast, but the dull, short courses, useless scanner (you can never practically prepare for a corner until you're right on top of it) and tricky controls make it – if anything – worse than all those useless overhead-view Formula One games we've complained about in the past. Oh yes, and Kawasaki must go to great pains to homogenize all their vehicles – the motorbike and jetski, as presented here, feel exactly the same to actually drive. Goodness knows where the 12 Mbit have gone, though the digitised postcard pictures must have eaten up a chunk, I suppose.

To add insult to injury, *Kawasaki* doesn't even include the one thing that *may* have saved it – a two-player mode. Put your £60 towards a plane ticket instead.

● Sue Grant

GRAPHICS	SOUND	GAMEPLAY
20%	35%	30%
GAMELIFE	OVERALL SCORE:	20%
22%		

SUPER HIGH IMPACT

SHI features a fair selection of plays, but is far less technical than other gridiron sims.

Japanese/US Release

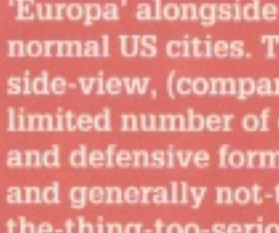
Game: Super High Impact
Publisher: Acclaim
(Coin-op original: Midway)
Price: £37.99
Cart ROM: 8 Mbit

Here's another of the 'far less technical' aspects – a mad DJ who comments on the action.

The main action is presented using this surprisingly successful side-on view.

Beat-'em-up-style scraps can crop up.

GOOD, BAD OR UGLY?



Super High Impact has been out for a month or two in the US (to be honest, we forgot to review it last month), and just earned a release in Japan, but a slot on Acclaim's UK schedule looks unlikely – after all, how many American football games can the British market really take?

To be honest, though, if it doesn't earn a release it'll be a bit of a shame – this, while by no means being definitive, plays a simplified, fast-paced and (yes!) funny game of American football, packed with weird bits like an odd DJ geezer who turns up occasionally, beat-'em-up fight sequences, assorted digitised animations to highlight the action, and teams from 'Africa' and 'Europa' alongside the more normal US cities. The flat side-view, (comparatively) limited number of offensive and defensive formations and generally not-taking-the-thing-too-seriously attitude of the game suddenly make sense when you realise this started life as a Midway coin-op, while the slow-down and break-up free SNES conversion is much better than we could expect from most US programmers. (One reason for that is that this was actually handled by Australian developers Beam, the people behind *Super Smash TV* and the recent *Shadowrun*.)

Rather to my surprise, this all adds up to a game I rather enjoyed playing, though I wasn't expecting to. Hard-core *Madden* fans may scoff, but I think this is actually really rather good.

● Matt Bielby

GRAPHICS	SOUND
70%	75%
GAMEPLAY	GAMELIFE
77%	71%
OVERALL SCORE:	74%

Thanks to Console Plus, (0532) 500445, for the loan of these carts.

NEW TO THE UK

Games we reviewed months ago on import, and which have recently found themselves thrust into the pliant bosom of the UK market. With Jonathan Davies.

POP'N TWINBEE

Konami/£TBA/8 Mbit

Hurrah! While *Pop'n Twinbee* is pretty surprise-free as shoot-'em-ups go, and much too easy to finish (if you set it to 'easy'), it's a lovable, gorgeous-looking game that we're jolly pleased to see getting a UK release. By all means buy it, but be warned that the delightful graphics mask a gameplay vacuum in which little happens other than baddies floating towards you. Apart, maybe, from one really frightening bit where a gigantic boss jumps out. (It's possibly got the most cheats of any game ever, too – we've barely scratched the surface in 'Mode 7'. Phew.)

Full review in issue 8

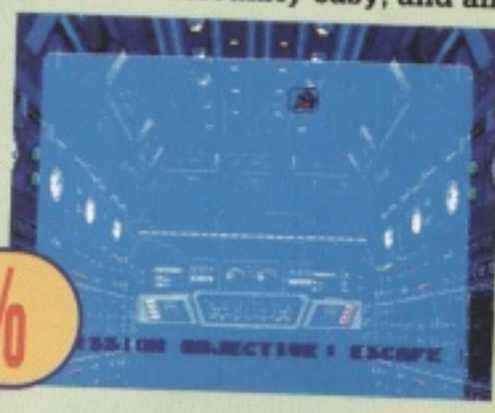
OVERALL SCORE: 84%

THE HUNT FOR RED OCTOBER

Hi Tech Expressions/ £49.95/8 Mbit

Super Scope games, eh? *Yoshi's Road Hunting* is certainly a step up, but *The Hunt For Red October* comes from the Super Scope old school – ropy-looking shoot-'em-ups that make the most unimaginative use possible of the Scope. In fact, this one hardly uses it at all – most of the time it's just a plodding scrolling blaster with grim graphics and hardly anything to do. And, needless to say, it's all incredibly easy, and an insult to your playing skills. Dive! Dive! Dive!

Full review in issue 7



OVERALL SCORE: 25%

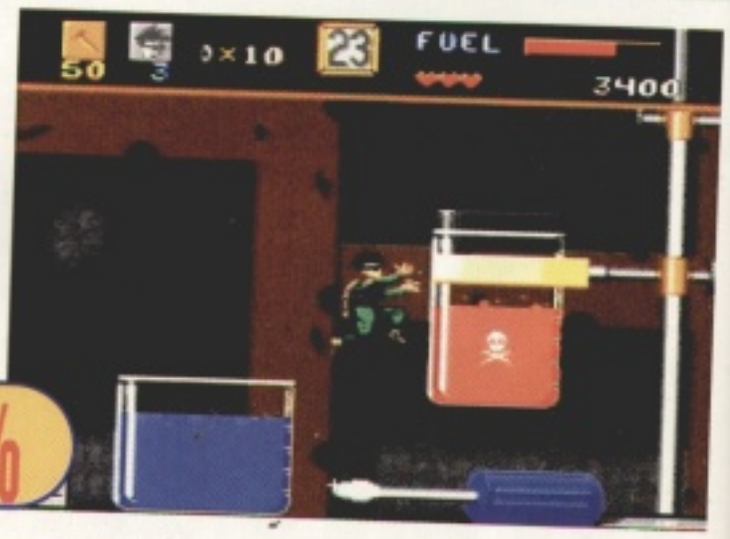
HARLEY'S HUMONGOUS ADVENTURE

Hi Tech Expressions/ £44.95/4 Mbit

Rather better than *Red October*, but still hardly a 'must', is this. It stars a fellow called Harley and, as the title threatens, is littered with words like 'bogus' and 'heinous', as currently seems to be the fashion in America. The game itself is a dull platformer with one or two neat ideas – Matt liked the tin can lids rolling towards you, and there's quite a good bit where you go in a tank – but the visuals are hopelessly flat and unexciting and the music is the very worst. It won't take a determined player long to complete, either.

Full review in issue 6

OVERALL SCORE: 69%



SUPER TOM & JERRY

Hi Tech Expressions/ £TBA/4 Mbit

The third Hi Tech game of the month, and we're still anything but bowled over. *Super Tom & Jerry* takes the *Tom & Jerry* licence and, in time-honoured style, turns it into a dull platform game that's far more Jerry than Tom. (In that Tom only makes the occasional cameo appearance at the ends of levels, leaving Jerry to do all the running round. Where's the interplay between the two characters? Not here, that's for sure.) Despite reasonably varied levels, very little actually happens in it, either gameplay- or graphic-wise, it keeps slowing down, and there's none of the slapstick humour of the cartoon. And – yes! – it's really, really easy. So as long as you can persuade yourself to keep on playing you'll be through it it no time.

OVERALL SCORE: 42%

Full review in issue 8

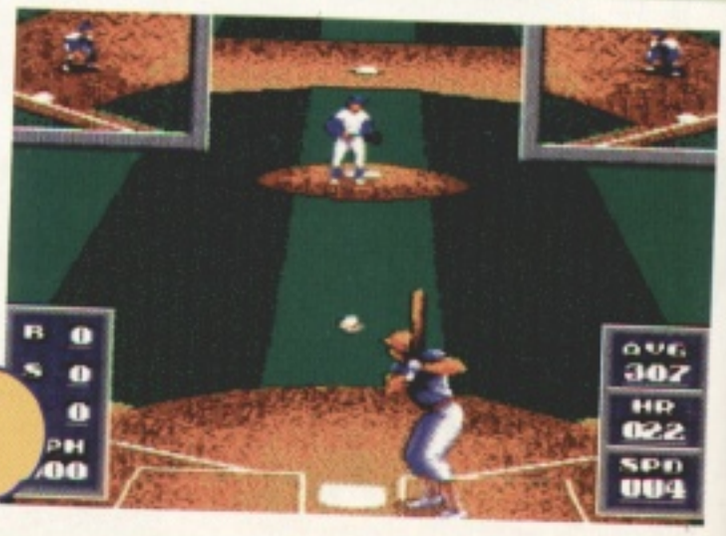
CAL RIPKIN JR BASEBALL

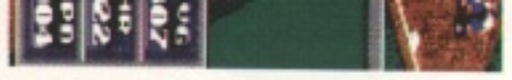
Mindscape/£TBA/8 Mbit

Mercifully, perhaps, the UK seems to have been largely undampened by the tide of American and Japanese baseball games that laps at its shores. This is the first to be washed ashore and, by all accounts, it's a good 'un. The atmosphere's right, and the graphics work without looking sensational. But it's a little bit slow-moving, and to appeal to anyone other than a true fan a baseball game really needs to zip along. Many Japanese baseball games manage this – *Pro Baseball League '93*, for example – but not *Cal Ripkin*.

Full review in issue 7

OVERALL SCORE: 70%





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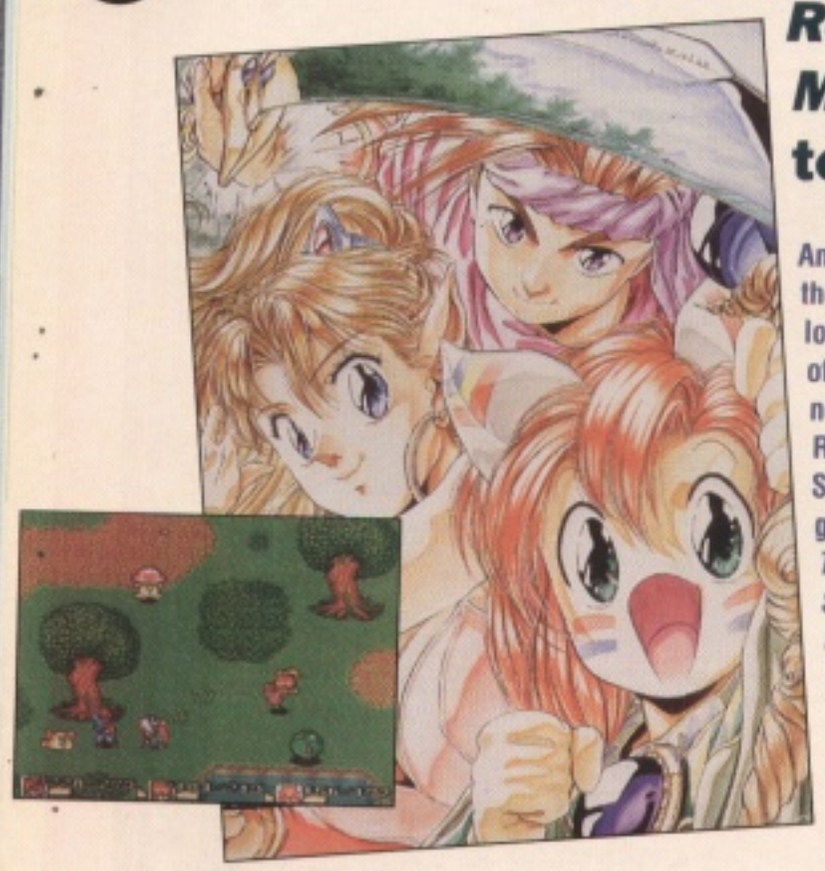
SCI-FI © 93

GAMEFREAK

SNES TECH & GAMING ANSWERS

by Jason Brookes

This month in Gamefreak: How to connect your SNES to a hi-fi; *Starfox* adaptor problems; *Mario World* and *WWF Royal Rumble* confusion; are *Mortal Kombat*'s death moves too much for the SNES?



Amongst the best looking of the new RPGs is Square's great *The Secret Of Mana*.

Dear Gamefreak,
1) I own a Jap Super Famicom (SCART), and I connect it to my Sony TV using the SCART lead supplied with it. I decided it would be nice to hook up my Super Famicom to a hi-fi, and was told that it's only possible using the multi-out socket, which I already use for plugging in the SCART lead. How can I get round this problem?
2) I must be Square Soft's biggest fan, so could you tell me about *Final Fantasy III* and *Final Fantasy Adventure II*, which you've talked about getting US releases. I can't wait to get them!
Simon Field, Hants.

1) There don't seem to be any adaptors available to solve this problem, but you do have a few alternatives: First, you could send your machine off to a company like TDS Trading who can wire a SCART lead internally, leaving the multi-out free for plugging in a Nintendo stereo A/V lead. This lead then connects to the line-in phono plugs (usually the red and white sockets) on the back of an amplifier, hi-fi or ghetto blaster. The UK stereo A/V lead works fine with imported machines for this purpose. Alternatively, TDS will wire a stereo cable internally (or externally, off the SCART plug), leaving the multi-out permanently free, and saving you from having to hunt down a custom A/V lead. Call TDS on (081) 677 5113. Of course, if you're happy using a soldering iron you can do this yourself – it's a simple enough job to branch a set of phono leads off a SCART lead. We'll try and get Lewis, our technical contributor, to show you how it's done in a future issue.

2) Look in Fantasy Quest on page 17 for more information on *Final Fantasy Adventure II* (now called *Secret Of Mana*). It's going to be a biggie!

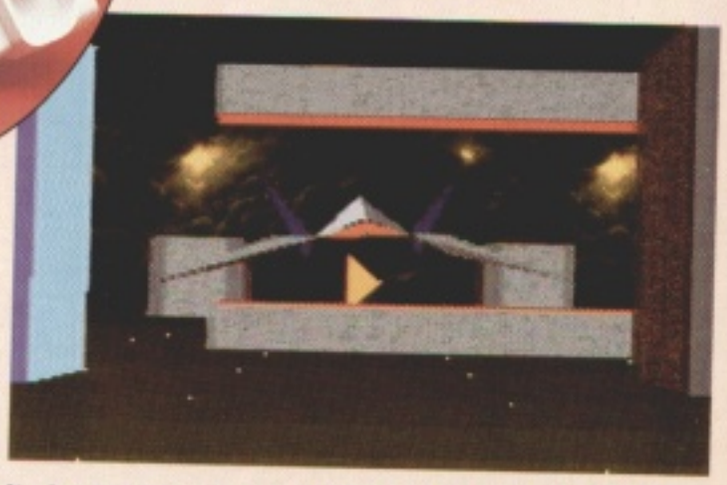
Dear Gamefreak,
1) How will the SNES handle *Syndicate* on a cartridge, as the PC original is 12 megabytes – six times larger than *SFII*? Will some of the maps be lost, or is it something to do with the console cartridge system?
2) In what respects is the standard PC version of *X-Wing* better than *Starwing*? And don't be biased just because you're a Nintendo mag.
3) Have you heard anything about *Star Trek: The Next Generation*? I've seen some screenshots in another mag, but you haven't even mentioned it.
4) Will *SFII Turbo* have ugly screen borders when it's given an official UK release?
5) Will Acclaim include the death moves in *Mortal Kombat* or not? Any decision yet?
6) And finally, are Jap joysticks like the JB King compatible with my UK machine?
Robert Browning, London.

Syndicate will (with a bit of luck) be squashed into 8 Mbit for the Super NES.

1) According to *Syndicate*'s developers, Bullfrog, hi-res graphics are the main reason for the PC version's huge size – they use four times the space of ordinary SNES ones. Then there are the lengthy intro sequences and things which PC owners like – they'll probably be cut back a fair bit. That leaves around 2 megabytes (16 Mbit) of actual game, which Bullfrog reckon could probably be compressed onto an 8 Mbit cart. Simple.
2) I'm not that familiar with *X-Wing*, but (according to our sister title, *PC Format*) it's got lots of strategic elements which make the whole thing that much more rewarding. However, *Starwing* really excels in the thrills department, while not trying to be anything more than a shoot-'em-up. Which is great if that's what you're looking for.

3) With so many games out there it's impossible to fit them all in. It's strange that we missed that one, though – both Jonathan and Matt are fans of the series! Check out the pics in Super Express.
4) It's inevitable on the UK machine, I'm afraid. Let's hope the speed gets adjusted to match its NTSC counterparts.
5) Apparently not, as, in the words of Acclaim's Rod Cousens, 'the restraints of the hardware' mean it's 'technically impossible'. Who's he kidding?
6) They usually need to be modified first.

Dear Gamefreak,
I'm a proud Super Famicom owner who has set his sights on getting *Starfox*. The problem is that I want either *Starwing* (UK) or *Starfox* (US) so I can get English text, but, while trying the US version with my Jap-US convertor, after five minutes the picture broke up and then went blank. However, recently I saw an advert offering US *Starfox* with a convertor. So:
1) Does this mean that, theoretically, I could play US *Starfox* on my SFC?
2) If not, is there any convertor around that plays *Starwing* on my machine?
3) Are my TV or Super Famicom at fault?
David Hamilton, Edinburgh.



It *should* be possible to run US *Starfox* on a Japanese Super Famicom machine, but we've yet to see it.

1) & 2) *Starfox* convertors are mainly designed to allow an imported version of the game to run on the UK machine. Using these adaptors on the Super Famicom (to get round the cart slot size problem) results in the trouble you've had. With a US machine, no such problems arise when running the Japanese game because the cart can be plugged straight in (once the two plastic tabs have been removed), negating the need for an adaptor. Unfortunately that's of little help to you. Check with the company in question, to see if their adaptor works for your set-up. New adaptors are appearing on the market all the time.
3) I doubt it. It's more likely to be the incompatibility discussed above.

Dear Gamefreak,
1) As multi-player games are so popular, I want to talk about the Sega's attempt at them. Sega have released a four-player Sega-tap for the Mega Drive along with a four-player soccer game, *J League Soccer*. They've even produced a game called *Ultimate Soccer* for eight-player simultaneous action! Are any eight-player games planned for the Super NES?
2) After reading the pros and cons of the US SNES I've decided to buy one. But does it need any internal modifications to work over here?
3) Are Datel planning to do a SNES version of the Pro CDX for the SNES CD ROM when it arrives?
4) Any news on the Superdeck?
Simon Wesley, Southgate, London.

1) *Ultimate Soccer* on the Mega Drive is, in fact, a version of *Striker* from the Amiga and SNES. The game's developers, Rage, included the option to use two Sega-taps for up to eight players at once. It's possible that Rage will develop a similar version for the SNES.
2) As long as the TV you're going to run it on can handle a 60Hz signal, it won't need converting. You *will* need a special SCART lead, though. (Normal UK ones don't work properly – buy a special one from one of our advertisers this issue.) If your 60Hz TV doesn't have a SCART socket, the alternative is to get a PAL booster that plugs in the back of the SNES and outputs a 60Hz PAL signal through the standard coaxial aerial lead that every television has. Internal modifications are only necessary if the TV can't display 60Hz.
3) When a Nintendo CD unit arrives, they'll probably have a go. However, the SNES-based CD ROM looks less likely by the day – check out Super Express this month for the latest news.
4) Development of the Super Deck has been held up, with costs getting out of hand. But, having ditched some of the unit's more elaborate features (the front-end menu, the four cart slots etc), Hornby are hoping to get the Superdeck – which makes NES games SNES compatible – into the shops by Christmas. We'll do a report on it soon.

Dear Gamefreak,
1) I'm a WWF fan, and in SP8 there's a preview of *WWF Super Wrestlemania II* (ie *WWF Royal Rumble*). If you look at the top screenshot on the left, in the bottom left-hand corner of it, the wrestler is Kamala. And it reads 'Kamala' at the top. Why isn't he included in the UK version?
2) What does the Japanese writing in Ryu's and Chun Li's stages mean?
3) Is there a chance of *Starfox 2*?
4) Is it true that Sega are developing their own version of the Super FX chip?
5) Which is better, *UN Squadron* or *Parodius*?
Jim Lightfoot, Birmingham.

1) He was in the early copy of the manual we received, but, strangely, didn't appear in the game.
2) Er... anyone?
3) Yep, it's the other Argonaut-assisted Nintendo Super FX game that'll appear alongside *FX Trax* later in the year, or even next year.
4) Yes, it's being included in their Mega Drive conversion of the dreamy *Virtua Racing* coin-op. The Mega Drive version's graphics don't look that impressive, but it'd be a bit much to expect a home system to emulate graphics as advanced as these.
5) *UN Squadron* – for sheer variety of gameplay and challenge.

WHO KNOWS EVERYTHING?
Gamefreak, that's who. If it's a SNES-related problem you've got, send it to: Gamefreak, *Super Play*, 30 Monmouth St, Bath BA1 2BW. If it's sensible, we'll print you an answer as quickly as we can.

Trimmings

We've also received questions like these...

In Superstore you're selling the Action Replay cartridge for £45, claiming a saving of £5. But I saw one in Woolworths for £42.
Gareth Austin, No address supplied.
The version of the Action Replay that's on sale in Woolworths doesn't work as a universal adaptor. They made Datel change the design to avoid the risk of adaptor damage.

Do you think that there will be a special *Super Bomberman* pack with the Multitap for around £70?
Paul Stagg, Buckinghamshire.
Well, in the States, Hudson Soft are doing exactly that at the moment. But the last time we spoke to Hudson's European branch they said they'd be selling the two separately.

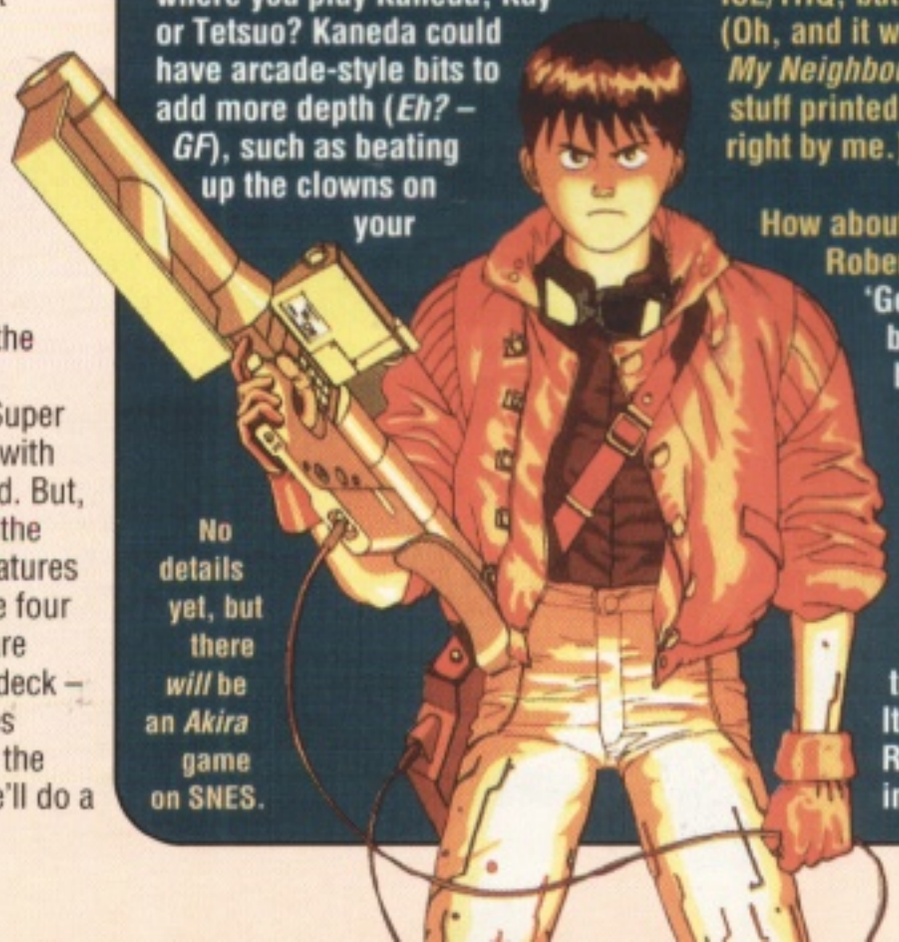
Will the Nintendo mouse ever be available separately?
Mike Swaine, Lancaster.
In Japan you can pick it up on its own, but here we'll have to wait a bit longer. Try getting it on import if you've got an American or Japanese machine. Or there's always Fire's alternative, featured in Super Express last issue.

Are Konami going to make a fifth instalment in the *Castlevania* series?
Daniel Mechan, Warrington.
Because there are versions of the game on the way for the PC Engine CD and the Mega Drive (oh, and the Sharp X68000 computer, in case you're interested), I wouldn't be surprised if Konami were to announce another SFC *Castlevania* title soon. That way, they'll be looking after everyone.

DAYDREAMING

It's that time of the month when reality takes a back seat, and the mind drifts off into software heaven...

First in the chair is Phillip Millard from Glamorgan, whose daydream went on and on and on. (Keep 'em brief, eh?) Here's a snippet:
'I've been daydreaming about an *Akira* game since I bought the film over a year ago. How about an RPG where you play Kaneda, Kay or Tetsuo? Kaneda could have arcade-style bits to add more depth (*Eh? – GF*), such as beating up the clowns on your motorbike like in *Road Rash*. If you played Kay you could indulge in some underground terrorist activities, with puzzles when trying to access out-of-limit areas. And she could have an airbike race, and a Super Scope bit where you try to kill the security guards in the sewers...'
Hmmm... more daydreams about Super Scopes. I worry, I really do. Actually, Phillip, *Akira* is getting an Super Famicom translation from ICE/THQ, but we've no details as yet. (Oh, and it was your comments about *My Neighbour Totoro* that got your stuff printed. Any Miyazaki fan is all right by me.)



No details yet, but there *will* be an *Akira* game on SNES.

How about these ideas from Robert Tober in Belfast?:
'Getting a game in the UK before it's dead and buried elsewhere, that's my dream. But seriously, a CD ROM *Star Trek* game would be my kind of thing. Maybe one where you travel through space and visit planets by teleporting down to them. It could be a *Zelda*-type RPG, with your actions influencing the story as it unfolds. There could be stunning spaceship fights with phasers and photon torpedoes and stuff, viewed from the outside.'
Spectrum Holybyte are developing a Super Nintendo cartridge version of *The Next Generation* for release later in the year, and it does contain at least some of the gameplay elements you mention here.

Oliver Norton from Birmingham came up with this goody when he was daydreaming:
'I would like to see a *Mario Kart 2*, with hills and more dangerous-looking ramps on the tracks. It would also be nice having weather in the races, eg Koopa's Beach could have strong winds. The characters need to be tougher looking (*Nah! – GF*), and the karts larger and faster if possible, with fumes coming out of them, too.'
How about some with oil leaks and dents all over them? (*You mean like your car, Jason? – Ed*) Actually, I was thinking more along the lines of JD's Montego. Or your Datsun, Matt.

Keep 'em coming! (I'm still waiting for some *real* goodies.) Send your perfect game ideas to Daydreaming at the usual Gamefreak address, printed elsewhere on this page.

MODE 7

By Dan Jevons

CALLING ALL CHEATS, CRACKERS, AND GAME FREAKS!

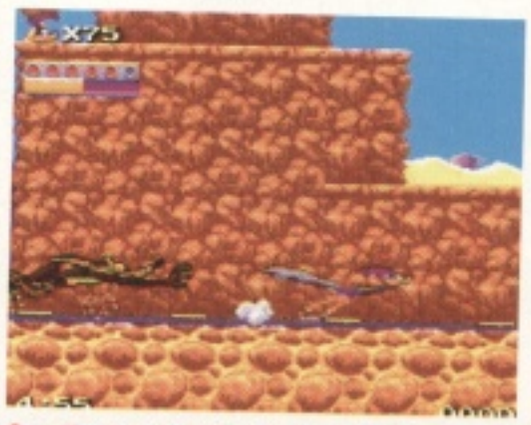
Greetings fellow gamesters, and welcome, once again, to the awesome steamroller that is Mode 7 – witness the dissection of all the latest and greatest games at the hands of the good doctor, bringing you the best tips, strategies and down right, low down cheats from all over town. Or something. (*Sorry about this – Ed.*)

One thing before we start. If anyone else sends me that *Star Wars* cheat – *everyone* must know how to get that debug mode working – I'm going to fill Mode 7 with tips for *PitFighter*. What I'd like to see are NEW tricks from you lot. Remember, Mode 7 couldn't exist without your input, and the more unusual or just plain hot your tips are, the better. If you'd like to win one of our infamous *Super Play* T-shirts or pens (or both), just send us your secrets. Address as usual: Mode 7, *Super Play*, 30 Monmouth St, Bath BA1 2BW.

DEATH VALLEY RALLY (Sunsoft)

● **Start game with 75 lives**

A lot of controversy surrounds this game, mainly because it was such a brilliant licence (Wile E being my favourite cartoon character of all time), and Sunsoft fluffed it up. I was upset to say the least. Anyway, during the title screen, hold LEFT, SELECT, the R button, Y and START. Keep these held down and, when the 'Zippety Splat' comes up, press X as well. This should give you 75 lives to mess with – though, if you ask me, I'd just kill yourself 75 times so Wile E can have the last laugh for a change.



See the top left-hand side of this screen? That's your 75 lives, that is.

ALIENS VS PREDATOR (IGS)

● **Level select**

Possibly even more of a wasted licence than *Death Valley Rally*, *Aliens vs Predator* took the two most fearsome beasts in the galaxy and made them positively cuddly. Luckily the UK version is under review, and should come out slightly modified, so let's keep our fingers crossed, eh? (Incidentally, take a trip to Alien War in the West End of London for a 15 minute tour of terror.) And how on earth did those face-huggers get into the Sulaco in *Alien*³ anyway? Getting back to the point, on the options screen, to obtain the stage select, using controller two, press and hold the L button, R button, X and A, then press START on controller one.

Easy when you know how – now you can select which level to play.

How dare you imply that Sigourney's vest is smelly. Take that, you fiend!

ASK ALLAN

INVALUABLE MONTHLY GAMING ADVICE

This month saw a bit of a lost-letters-before-we-got-round-to-typing-everyone's-names-in problem, hence the rather ridiculous (but somehow fitting) nom de plumes I've given everyone this month. Sorry, but you know who you are. On the plus side, however, I've managed to answer every question we received this month, which has to be some sort of record...

READERS' SOLUTIONS

Various questions have baffled both me and my predecessor, Ade, in earlier issues. Happily, these readers have chipped in to help out. Respect is definitely due...

● **Raymond Chan's *UN Squadron* problem, issue 9**

Back in issue 9, Raymond Chan from East

Barnet wanted to know how to destroy the sandcrawler and warship bosses in *UN Squadron*. Well now, it seems the sandcrawler is easily defeated if you have a plane that carries napalm bombs. With these you can take out the missile silos and the launch bays which carry the little planes. Once you've destroyed these (the missile silos on the left don't matter), concentrate on the nerve point – position your craft just above its line of fire. You can hit it, but it can't hit you – easy.

As for the warship, only the four big guns need to be destroyed to sink it, so napalm bombs are useful. Also, make sure you get a Mega Crush to use on the central part to take out the annoying little guns, and don't forget to grab the extra ammo floating about near the rear end.

● **R Loughman's *F-Zero* query, issue 9**

Wigan's R Loughman could see a bit of track in the top corners of the screen in *F-Zero*, and wanted to know how to reach it. The answer, unfortunately, is that it's not the same track bending in on itself, nor is it another track. Instead it's simply a quirk of the game that occurs on nearly all the tracks. Sorry 'bout that.

THIS MONTH'S PROBLEMS

● Dear Allan,
How do you do the fireball and the blue flamed uppercut (not the Dragon Punch) in *Dead Dance*?
Zazi, The Colosseum.

Allan says:
Okay, the fireball is accessed by pressing DOWN, DOWN-RIGHT, RIGHT, plus any punch button (when facing right). As for the uppercut, you must (while facing right) press RIGHT for one or two seconds, then push LEFT, plus any punch button.

● Dear Allan,
I can't beat the sixth boss in the Dark World of *Zelda: A Link To The Past*. Help!
Link, Kakariko Village, Hyrule.

Allan says:
Put on your cape, and constantly hack away at the small blobby eyes. Once these are dead, use your bow and arrow to fire repeatedly at the big eye until it dies.

● Dear Allan
How do you perform a fast start on *Super Mario Kart*?
Princess Daisy, Donut Plains.

Allan says:
The characters must all rev up for a set length of time to achieve a fast start. Each character's revving time differs slightly, but I find that hitting the revs at exactly half-way between the first two red lights yields the best results.

● Dear Allan,
In *Addams Family*, I can't get past the wall in the music room. Any ideas?
Gomez, Addams Mansion.

SIM EARTH

(FCI)

● Select your scenario

This nifty trick for the so-so *Sim Earth* allows you to choose any scenario the first time you play. Enter the menu screen, select 'First Scenario' then press and hold the L button, the R button, Y and X. While holding these press A, and you'll be taken to a stage select where you can choose Desert, Earth, Mars and all sorts really.

Now you can choose which planet you want to build your world on.

RUN SABER

(Atlus)

● Kill the airplane

A few tips for this *Strider* clone. When attacking the airplane ghouls, attack the body of the plane, then the back wing, then the nose, and finally the cockpit. Also remember to use your Power-Leg on normal baddies – charge it by holding DOWN – and use it to safely take out enemies without the use of your sabre.

Hanging on by one hand from an upside-down jet? A likely story.

HOOK

(Sony Imagesoft)

● Max out your lives

We haven't had a tip for this old game for a while, so here's one to be going on with. A bit of a cop out this, as it's only a loop, I'm afraid, but it still works. On level one use Tinkerbell to fill your power, then fly right till you reach a cave full of spikes. Fly through this cave until you reach a 3-up, then just kill yourself (you know how you always wanted to snuff Peter Pan deliberately), and max out your lives.

Film licences sometimes aren't up to much, but this has turned out to be a solid little platformer.

F1 EXHAUST HEAT

(Seta/Ocean)

● Play a fruit machine

● Get a sound test

I'm not entirely sure about this one, but I'll go for it anyway. According to Simon Defoe of Kenton, if you enter your name as either 'Casino' or 'Sound' when you get to the Monaco GP Race (race 15), you can either play a fruit machine or enjoy a sound test.

Let us know if this cheat actually works, won't you?

COMBATRIBES

(Technos)

● Play as the same character

Awful game, awful cheat. But I'm going to tell it to you anyway, if only to fill up some space. Enter the code 9207 in a two-player game and you can both play the same malformed sprite.

SUPER VALIS IV

(Atlus)

● Act select

Switch on your SNES, and on the games title screen enter UP, DOWN, LEFT, RIGHT, UP, DOWN, LEFT, RIGHT, UP DOWN, LEFT, RIGHT, SELECT, SELECT, Y, B then START. Phew, what an effort.

Damn! I can't think of anything to say...

SUPER MARIO KART

(Ninteno)

● Play a 1-up game on the bottom screen

● Erase your times! (Or a friends'!)

Both these tips are pointless, but fun anyway. To drive on the bottom half of the screen, using controller two highlight a one-player game on the title screen and press the L button, R button and START.

Or if you want to wipe your times, select time trials, pick a course and, when you're asked if this is what you want (Yes/No), hold the L button, R button, Y, then press X and A for an erase option. Ta to Robert Ingram and David Malone for those completely useless bits of information.

How to make *Super Play*'s favourite game even more fun to play. Impossible!

Allan says:
This wall won't disappear until the rest of the family have been rescued, and have gathered in the music room. Once you've done this, stand by the wall for about 10 seconds and – hey, presto! – it vanishes!

● Dear Allan,
I can't beat the later teams in the tournament mode of *Super Soccer*. How do you do it?
The ref, Nintendo ground.

Allan says:
Use your best player to go on a solo run, and position yourself just inside of either goal post. Now, when you get inside the six-yard box, the keeper will try to intercept you, so blast the ball diagonally into the opposite corner. The goalie won't have a hope in hell of saving it.

● Dear Allan,
I can't get very far on *Pugsley's Scavenger Hunt*. Have you got any tips?
Pugsley, Addams Mansion.

Allan says:
Not really – it's a tough game. However, if you can get yourself to the underwater bit, and use the jump button to tread water above the cats, you can get some valuable help. Simply by bouncing on the fish bones you can rack up lots of points and lives.

● Dear Allan,
I've got the US *Tiny Toon Adventures*, but I can't get past one bit on level two. After the logs which go up and down, I end up on a carriage with a gold carrot on top. Buster automatically leaps forwards, but he never reaches the next carriage. What should I be pressing?
Buster Bunny, Acme Looniversity.

Allan says:
You've got me a bit confused, to be perfectly honest. Buster should automatically jump off the carriage, then use a handy ramp to do an enormous jump which places you on top of the main boss locomotive. If you continue to be stuck on this, however, here's a password to get you past it and onto level three: Gogo Dodo, Shirley, Hampton Pig.

● Dear Allan,
I can't beat Sagat using Dhalsim on level seven of *Street Fighter II*? Please can you give me some sort of tip or advice?
Dhalsim, India.

Allan says:
Start the round with a weak standing kick. This should entice Sagat into doing his tiger uppercut, so use a strong kick on him as he lands, which will make him perform another uppercut. By repeating this you'll have no further trouble, I'm sure.

● Dear Allan,
I'm stuck on level nine of *Super Castlevania IV*. Can you help me?
Simon Belmont, Transylvania.

Allan says:
Sure can – here's a password for the clock tower, level 10. Make sure you don't put any name in though!

Painstakingly reproduced for your benefit is that handy password.

● Dear Allan,
Have you got any cheats for *Super Star Wars*? I already know about the cheat for invincibility, but I can't get it to work.
Luke Skywalker, Tatooine.

Allan says:
Me neither – perhaps neither of us are being quite quick enough with the buttons. I believe you have to be *really* fast to make the cheat work. But don't despair, try these instead: press X, B, B, A, Y on the title screen for five continues instead of three, or press Y, Y, X, X, A, B, X, A to be able to use your light sabre from the start of the game.

One final note: Sorry, Ben Hubbard of Essex, you're not the first person to win all gold at 150cc on *Super Mario Kart*. I did that months ago (October last year, to be precise), and I know plenty of others who've done it too.

And that's all we've got time for, I'm afraid. As ever, I want you to send in your problems. And the address? Ask Allan, *Super Play*, Future Publishing Ltd, 30 Monmouth Street, Bath BA1 2BW.

I'll be waiting...

DRAGON BALL Z
ドラゴンボールゼット

PLAYER'S GUIDE

Although it's one of the best one-on-one beat-'em-ups money can buy, *Dragon Ball Z* is really, really weird. Off-puttingly weird, in fact, especially if you lack the linguistic skills necessary to decode the manual. In fact, *Dragon Ball Z* is a game crying out for a Super Player's Guide. ('Ah-wooooo!' it goes.) And Mike Wang of Pymble, Australia heard that cry...

CONTROL OVERVIEW

A sensible place to start might be, well, here, really. Here are all the controls, just in case you overlooked anything in your fumblings. (We're assuming that you're facing right.)

⬆ – jump up
↗ – jump forward
➡ – walk forward
↘ – clutch
⬇ – clutch/gain power (air)
↙ – low block
⬅ – walk back/high block
↖ – jump back
Y – punch
B – kick
A – fireball
X – switch between air and ground
L – charge back
R – charge forward
START – pause
and SELECT – help and options
And when you press L, R, START and SELECT the game restarts.

COMPLETING THE GAME

To reach the end of the game, and get the chance to control Satan, you've got to beat the following characters in the following order (and the easiest way of doing so is to use the specified moves, though you'll have more fun by varying things a little):

Son Gokou vs Piccolo – Easiest if you

Piccolo vs Piccolo – check out Mode 7 in issue 10 to find out how it's done.

Freeza has a handy line in tail attacks, which Android No 16 finds out to his cost.

corner him and keep using Air Attack, which he won't be able to block.

Son Gokou vs Vegeta – Keep blocking at the start, and once you're flashing do two Super Big Fireballs. Repeat.

Both players appear in different windows, to facilitate the use of their long-range weapons.

Super Son Gokou vs Freeza – The same as above.

Piccolo vs Android No 20 – The most effective move is the Double Kick. Keep on doing it, but don't get too close to him, and sometimes use Arm Stretch and Kick when on screen.

Super Vegeta vs Android No 18 – Block and use Continuous Fireballs to finish her off.

Piccolo vs Cell – Use the Arm Stretch and Kick the whole time to make sure you get rid of her.

Super Son Gokou vs Android No 16 – Start with an Air Attack and then keep on blocking. When you're flashing, run back and do four Turtle Fireballs.

Son Gohan's about to trip Vegeta up by using his special slide. But no! Vegeta goes for a One Hand Fireball.

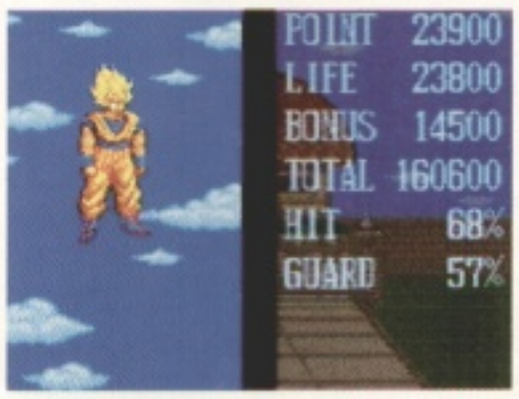
Super Vegeta vs Trunks – Get him into the corner and keep on doing low kicks. When he blocks you, stop attacking, and when he stands up, do low kicks. Repeat.

Super Son Gokou vs Son Gohan – Block low at the start and block his continuous attacks, and then do Continuous Fireballs, or the Turtle Fireball if you're flashing (with a full power bar).

Son Gohan vs Perfect Cell – Keep on sliding – it's the best move against him.

You'll now get a different ending! After 'The End' appears, wait for it to fade away and 'Final Battle' will come up. When the music finishes you'll be able to pick from three characters: Super Son Gokou, Son Gohan and Satan! Use Satan, and if you've read the story, you'll probably laugh. But there's more – if you use Satan again he'll get a stomach-ache! After that it's more serious, as you have to beat Perfect Cell again, and this time he's even stronger. Don't worry, though, as you get unlimited continues, rather than the usual three.

The slide works best with Son



Super Son Gohan's won the bout and checks out his scoring, before tackling the next contender.

Gohan, and the Best Combo Move works best if you're using Super Son Gokou. After Perfect Cell has died there'll be a superb final screen after the credits and the display of the characters, and the end music is brilliant.

By the way, Son Gokou's Best Combo Move works against anyone – just go up to them and do the move, and then run to the them and, as they're getting up, do the move again. It's hard at first, but comes with practice.

COMPLETE MOVES GUIDE

Here are the moves for each character – even ones that aren't in the help option or the manual!

Fireball	A
Turtle Fireball	⬇ ↙ ⬅ ➡ A
Heat Seeking Fireball	⬇ ↘ ➡ A
Elbow Charge	⬇ ↙ ⬅ Y
Flaming Kick	(Air) ➡ ⬇ B
Air Attack	↙ ↗ B
Super Big Fireball (N)	➡ ↘ ⬇ ↙ ⬅ A
Extra Strength (N)	⬇(a while) ⬆ A
Continuous Fireball (S)	⬇ ↙ ⬅ A
Continuous Kick (S)	⬅ ↙ ⬇ ↘ ➡ B
Best Combo Move (close)	⬅ ↙ ⬇ ↘ ➡ ⬆ B

Fireball	A
Light Ray	⬅ ➡ A
Heat Seeking Fireball	⬇ ↘ ➡ A
Ghostly Light Fireball	⬅ ↙ ⬇ ↘ A
Super Light Fireball	➡ ↘ ⬇ ↙ ⬅ A
Flaming Kick	(Air) ➡ ⬇ B
Double Kick	➡ ⬅ ➡ B
Arm Stretch & Kick (1 screen)	➡ ↘ ⬇ ↙ ⬅ B

Fireball	A
Continuous Fireball	⬇ ↙ ⬅ A
One Hand Fireball	⬇ ↙ ⬅ ➡ A
Vegeta Giant Fireball	⬅ ↙ ⬇ ↘ ➡ A
Head Charge	⬇ ↙ ⬅ Y

Continuous Punch & Kick ➡ ⬅ ➡ Y
Double Hand Punch (Air) ⬇ Y
Slide ⬇ ↘ ➡ B
Air Attack ↙ ↗ B

Fireball A
Light Ray ⬅ ➡ A
Steal Energy (close) ➡ ↘ ⬇ ↙ ⬅ A
Android Fireball ⬇ ↘ ➡ A
Head Charge ⬇ ↙ ⬅ Y
Air Attack ↙ ↗ Y
Quick Run & Punch ➡ ⬅ ➡ Y

Fireball A
Slicer ⬅ ↙ ⬇ A
Heat Seeking Fireball ⬇ ↘ ➡ A
Big One Hand Fireball ⬇ ↙ ⬅ ➡ A
Elbow Charge ⬇ ↙ ⬅ Y
Spin Around Punches ⬇ ↘ ➡ Y
Slide ⬇ ↘ ➡ B
Air Attack ↙ ↗ B
Sitting Attack ⬇ ⬆ B

Fireball A
Standing Slide ⬅ ↙ ⬇ B
Magnetic Attack ➡ ↘ ⬇ ↙ ⬅ B
Slicer(N) ⬅ ↙ ⬇ A
Steal Energy (N) (Close) ➡ ↘ ⬇ ↙ ⬅ A
Turtle Fireball (N) ⬇ ↙ ⬅ ➡ A
Ghostly Light Fireball (N) ⬅ ↙ ⬇ ↘ ➡ A
Tail Attack (N) ↙ ↗ B
Flaming Kick (P) (Air) ➡ ⬇ B
Continuous Fireball (P) ⬇ ↙ ⬅ A
Super Light Fireball (P) ⬇ ↙ ⬅ ➡ A
Super Double Fireball (P) ⬅ ↙ ⬇ ↘ ➡ A
Super Perfect Cell Attack ↙ ↗ B

Fireball A
Light Ray ⬅ ➡ A
Flying Fist ⬇ ↘ ➡ A
Machine Gun Fireball ⬅ ↙ ⬇ ↘ A
T-Shaped Punch ⬅ ➡ Y
Air Attack ↙ ↗ B
Continuous Flying Kick ➡ ⬅ ➡ B
Spinning Kick ⬇ ↘ ➡ B

Fireball A
Continuous Fireball ⬇ ↙ ⬅ A
Flaming Fireball ⬇ ↙ ⬅ ➡ A
Super Bomb Fireball ⬅ ↙ ⬇ ↘ ➡ A
Leg Charge ⬇ ↙ ⬅ Y
Flaming Kick (Air) ➡ ⬇ B
Air Attack ↙ ↗ B
Continuous Kick ⬅ ↙ ⬇ ↘ ➡ B

Fireball A
Light Ray ⬅ ➡A
Invisible Fireball ⬇ ↘ ➡A
Slicing Fireball ⬅ ↙ ⬇A
Dead Round Fireball ➡ ↘ ⬇ ↙ ⬅ A
Shoulder Charge ⬇ ↙ ⬅ Y
Air Spinning Attack ↙ ↗ Y
Spinning Tail Attack ⬅ ↙ ⬇ ↘ ➡ B

Fireball A
Continuous Fireball ⬇ ↙ ⬅ A
Ghostly Fireball ⬅ ↙ ⬇ ↘ A
Turtle Fireball ⬅ ↙ ⬇ ↘ ➡ A
Super Continuous Punch ➡ ⬅ ➡ Y
Slide ⬇ ↘ ➡ B
Somersault Kick ↙ ↗ B
Flaming Kick (Air) ➡ ⬇B

NB. When you want to do a big fireball, you have to be some distance away from your opponent. The colour of the split-screen lines tells you roughly where you are, or use the radar below the energy and power bar to check. You should be able to do a fireball when there's a yellow line in the middle, or when you're near the end of the red/purple line. If the line is blue/black then you're too close.

To block a big fireball attack, use the following motions when your arms relax (or just before on level four):

Block (protects half of fireball) ⬅ A
Dodge (protects three-quarters of fireball) ⬆ ⬇ A
Break it (no energy loss; Androids can't do) ⬅ ➡ A
Hit it Away (no energy loss) ⬅ ↙ ⬇ A
Hit it Back (don't lose energy, but enemy does) ⬅ ↙ ⬇ ↘ ➡ A
Take it in (Android 20 only; gains energy) ⬆A
Protection by Net (Android 18 only; no energy loss) ⬆A

Son Gohan and his deadly Turtle Fireball. Block it to save some of your energy.

PARODIUS
(Konami)

- **Full power-up**
- **Invincibility**
- **Use Super Bomb three times**

During the game, pause it, and enter one of the following codes supplied by Kiroaki Sekine to give yourself that little extra edge.

X, X, B, B, Y, A, Y, A – a petite power-up (one option)

B, B, X, X, A, Y – a full in your face power-up (use once a level)

L, R, UP, X, RIGHT, A , LEFT, Y, DOWN, B, A, Y, A, Y, B – invincibility

X, X, X, B, B, B, Y, Y, Y, A, A, A, L, R – use your Super Bomb three times!

Make this enjoyable little shoot-'em-up even more fun to play using Kiroaki's codes. Thanks mate!

BUBSY
(Accolade)

- **Level codes**

To be completely honest, I was taken in by all the hype for this game, but now it's finally been released, I'm in two minds about it. Still, it's definitely a good laugh, and so here are the level codes, courtesy of Ankur Joshi. Oh, for all you trivia buffs out there, Daniel Evans was the second person in Essex to buy the game. So there.

Level 1 - JSSCTS
Level 2 – CKBGMM
Level 3 – SCTWMN
Level 4 – MKBRLN
Level 5 – LBLNRD
Level 6 – JMDKRK
Level 7 – STGRTN
Level 8 – SBBSCH
Level 9 – DBKRRB
Level 10 – MSFCTS
Level 11 – KMGRBS
Level 12 – SLJMBG
Level 13 – TGRTVN
Level 14 – CCLDSL
Level 15 – BTCLMB
Level 16 – STCJDH

Bubsy jumps for joy, but where to?

ANOTHER WORLD
(Virgin)

- **Access password screen at any time**
- **Skip scenes 21 to 32**

During *Another World*, to access the password screen at any time, simply press the L button, R button and SELECT simultaneously.

In issue 4 you witnessed the Super Player's guide to *Another World*, with each scene chronologically numbered. Well, Scott Taylor has found a way to skip scenes 21 to 32. Take the first shaft to the right, let yourself drop, jump the gap, jump over the two holes in the next screen, then jump the hole in the further scene and carry on going till you reach the scene with the pool of water above it. Got it? (Well, it should make sense to those of you who own the game.)

Skip sections V and VI completely with Scott's devilish cheat.

Peer closely and you should be able to see the Cyberscape option.

FACEBALL 2000
(Bullet-Proof)

● **Cyberscape option**
Hold L and R buttons on the title screen and keep them held. Choose a one or two-player game and push START. Then let go of L and R and you will see a new option called Cyberscape, which is a different version of the game with new bad guys and a split-screen mode. Or should be if Paul Tomlin isn't fibbing.

BATTLE CLASH
(Nintendo)

● **Select difficulty level**
When the title screen appears, press and hold down SELECT and the L button, then choose any difficulty level you want. Rocking good news for *Battle Clash* owners, really...

This giant orange spider baddy deserves a good blasting.

FINAL FIGHT 2
(Capcom)

See our Super Player's Guide on page 56 this ish for a detailed look at this new beat-'em-up.

● **Play as the same characters**
While technically these should appear in the Action Replay section, I'm so chuffed with Conrad Mousley for sending in something of actual interest that I'm going to plug them here. Hope this makes up for the mistake in issue 7, Conrad! Simply insert your Action Replay and enter these codes:
Player one – 7E10030 (x)
Player two – 7E10BB0 (x)
Where x is 0 for Maki, 1 for Haggar and 2 for Carlos. The rest can go in the AR bit.

SONIC BLAST MAN
(Taito)

● **Extra difficulty setting**
Hold down L and R on the title screen and press START for a real challenge, if you feel the urge. Thanks to Dave of Maidstone for that.

Sonic seems to be getting a taste of his own medicine.

DESERT STRIKE
(Electronic Arts)

● **See the ending**
Should you wish to witness the games end sequence without going through the hassle of completing it, simply enter in the code: 99P55LM.

Now sit back, relax and watch the award ceremony.

BRAWL BROTHERS
(Jaleco)

● **Use the same characters**
Bit of a complex one here, so listen up. Enter the two-player mode and get to the player select screen, then move the cursor of player one onto the left-hand side of the character you both want to be, then the cursor of player two onto the right. Now comes the tricky bit: Both of you must press towards the character picture on the D-pad (ie right for player one and left for player two), and select him/her. With luck, you'll then both be the same character. Hurray to Justin Keeling for that one.

Just to prove that our cheats work, here's same character versus same character. In the same pose, too.

ACTION REPLAY CODES

I can't believe that some of you still don't have an Action Replay yet. Where are you at? What's going on in your life? Sigh. Still, for those more informed gamers out there, take a gander at this month's line up.

Final Fight 2
7E106D8D – Infinite energy, player one
7E11258D – Infinite energy, player two
7EADC515 – Complete the game after finishing round one.

Super Tennis
7E00 EF00 – Classic! The CPU can't hit the ball!
7E00 EC00 – Bigger classic! The CPU is scared of the ball!

Starwing
7E16 EC03 – Infinite lives
7E15 AD03 – Infinite smart bombs

Tiny Toons
7E00 6A99 – Any starts collected give you an extra life

Street Fighter II
7E0C 23B0 – Player one gets 9 million points for Dragon Punch

Batman Returns
7E00 6800 – Makes the Konami logo go all weird

Fatal Fury
7E06 13F – Invincibility

Dragon's Lair
7E0F EB02 – Infinite lives
7E0F F605 – Infinite lives
7E0F F903 – Phenomenal shields

Thanks to Duncan Thomson, Craig Stewart and company for this month's bunch of AR codes. Anyone else out there with more? Then send them in to the usual address.

TUFF E NUFF (DEAD DANCE)
(Jaleco)

● **Level codes**
This *Street Fighter II* wannabe actually does a lot better than most, and as such I reckon it's worth printing the level codes:
Stage 2 – 427011
Stage 3 – 537071
Stage 4 – 430700
Stage 5 – 500760
Stage 6 – 401637
Stage 7 – 511617
Stage 8 – 412526
Stage 9 – 562506
Final stage – 463455

Having trouble getting anywhere in *Dead Dance*? Then worry no longer – just fill in the codes on the level select screen (left).

REALLY? I NEVER KNEW THAT! DEPARTMENT

According to Darren Hicks, in *Super Mario World* you can replay a Castle you've already destroyed by walking onto it and pressing the L and R buttons. Really? I never knew that!

THAT'S ALL FOLKS!

Whatd'ya mean 'That's all'? Isn't this enough? I mean, what do you want, blood?! Ciao for now!

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You haven't played *Street Fighter II* if you haven't played it using the QJ TopFighter. It's a must, with its arcade-style buttons, rapid fire and slow motion. It can be programmed with up to three combos too. In short, it's the business! Yours for only...

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A Super NES accessory you just can't do without is the Pro Action Replay – it lets you cheat at games! Enter the special codes – ones printed in *Super Play*, or ones you've discovered yourself – and you'll never be stuck on a game again! Only...

£44.99

SAVE £5!

JIMMY CONNORS' PRO TENNIS TOUR

Turn to page 96 now if you haven't already got a subscription to *Super Play*. If you already have, then we can still offer you this fabulous four-player tennis game for a bargain price. *Jimmy Connors* got 88% in *SP*5 and is one of the best tennis games on any system (using Hudson Soft's soon-to-be-available Super Multitap multi-player adaptor), with its unique controls and fabulous coaching mode.

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This clever little joypad, featuring auto and turbo fire, a slow motion selector and an eight-way superswitch, is another essential SNES accessory, and is on special offer in the Superstore at the fantastically low price of...

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How can you resist? Study the pic to the left and you'll realise that you've found the style statement of the season, or any season come to that. Yes, if you don't buy anything else on this page, you just have to get yourself a natty *Super Play* T-shirt. And for only...

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PLAY BACK

HYPER EXCITING READER'S VOICE

This month in Play Back: Now *Starfox* is crap, apparently; a vote of sympathy for Matt; stop being horrible to Neko; and *Super Mario World*, for that matter; *Star Wars*; the *Super Mario Collection*; are Nintendo getting left behind?; and so much more that it's hard to believe it's true – but it is!

'THE BEST £70 I COULD SPEND'

✍ After reading your (as well as other magazines') review of *Starfox* (*Starwing*), I rushed out thinking this would be the best £70 I could spend and bought the American version. The price, along with the reviews, lead me to believe that this game was something wonderful; however I was mistaken.

I found the game easy to complete. (It took just two weeks to do all the levels.) If you get really far and die there isn't much incentive to start again (because it takes so long to get through the levels), and after you've completed it you just don't feel like playing it again at all.

I think a lot of people have got worked up with all the hype about the silly Super FX chip and are going to feel let down after playing it. I think 93% was too high, and it should have got about 70%. I sold my copy a couple of weeks ago.
Yours sincerely,
Mark Sheraton, Fleet.

You're right that to some extent *Starfox*'s actual gameplay was kept quite simple to leave space to show off the Super FX chip to the full, and to make it accessible to people who weren't previously familiar with 3D polygon graphics. Even Nintendo will admit to that. But we still enjoyed playing it lots, and we still do, even though we've all long since completed it. Perhaps when even more technically impressive games appear, as they inevitably will, the *Super Play Starfox* cart will fall into neglect. But until that happens we're quite happy plugging it in just to gasp at the graphics and blow gigantic motherships into smithereens.

'MATT DIED BEFORE HIS TIME'

✍ Consolations to Matt for his effort on Monday's eliminator on Sky TV's *Games World*. I personally think the judging was unfair, and Matt took that 'long lonely walk' too early. Although Matt died before his time was up, he actually progressed further through the level than the other guy (whoever he was). So I think Matt should have stayed on to the next round.
Thanks for listening!
Shaun Keevil, Dursley.

We'd like to be able report that Matt simply muttered something about 'it's not the winning that counts' and took it all in his stride. But unfortunately he muttered something far, far worse, and has rarely stopped muttering since.

'POOR LITTLE NEKO'

✍ I am writing to complain about the horrible scenes of cruelty and torture depicted in the subscription section of your magazine. Yes, that's right, I'm talking about poor little Neko. As I subscribed to *Super Play* after issue 1, thinking it to be a good magazine before this Neko thing started, there isn't much I can do for the poor little blighter. But I have written letters to the RSPCA, the Worldwide Tiger Association, the EC, the United Nations and John Major informing them all of this barbaric behaviour.

To rectify this matter you could give Neko his very own section of the magazine and set up a fan club especially for him.
Anthony Ryan, Liverpool.

We stand firm. Neko carries on suffering until enough people start subscribing to *Super Play*. Barbaric? Perhaps. But that's just the way it is. (Anyway, look what happened when one of us tried being nice to him this ish...)

'I'M GOING TO LEAVE MARIO'

✍ I am writing in defence of what must surely be the most underrated Super NES game ever made. I'm talking about *Super Mario World*, of course. It is disgusting the way people slag this game off for being 'too old' and 'too easy'. Well, I've just about had enough.

It's brilliant and gorgeous, and the depth of gameplay for a platform game is amazing. People don't even bother sending in cheats for it because it's 'not worth it'. I have 15 other brilliant Super Nintendo games, but that doesn't mean I'm going to leave *Mario* to gather dust in a corner.

Oh, and did you know that if you leave Mario standing still at special for two minutes the music changes to a brilliant calypso tune?
Yours infuriatingly [sic],
Paul Connor, Liverpool.

Eh?

'THERE IS A STAR'

✍ I know that there is a *Star Wars* revival going on at the moment, and I have already bought *Empire*

'BELIEVE IT IS THE BEST SNES MAG'

✍ I've been reading *Super Play* since issue 1, and believe that it is the best Super NES magazine ever. (Ever, ever, ever, in fact.) Being a big fan of anime and manga, I was really glad to see you covering Japanese animation. So I was slightly miffed to read Anon's letter headed 'Boring' in issue 9.

How could he even begin to tell you to stop including stuff on anime and such like? And he has the cheek to call them 'cartoons' and not 'anime'. Just goes to show how ignorant he is, doesn't it? (*Or he could have been subtly employing sarcasm. It's always hard to tell with subtly employed sarcasm – Ed.*) I'm not surprised he didn't include his name. Okay, he's entitled to his opinion, but I suggest he keeps it to himself from now on. (Big huff.)

Being a follower of *Akira*, I was wondering if you could supply me with any info on any *Akira* game being released for the SNES. Another magazine said twice that there was going to be one, and that was a couple of years or so ago, but I haven't seen or heard anything since. Any news?

Anyhow, I'll leave it at that. Oh yeah, just a quick joke for your 'Kindly Leave The Stage' bit... (*Snip – Ed.*)
Yours sincerely,
S Singh, Peterborough.

Uncannily, last month's Super Express brought news that an *Akira* game was indeed to be released for the SNES. You probably read it, in fact. To recap: The game's being developed by ICE, and it's coming out next Easter through (gulp) THQ.

In next month's Play Back: A retaliatory letter telling us to *stop* covering anime and manga, most likely, maybe calling it something even stronger than 'cartoons'! And a stock supercilious reply from us! Watch out for it!

THE SUPER PLAY INTERESTING-O-METER

If you'd like to make it into print, rather than the *Super Play* bin, pay attention to what's hip and what isn't.

HOT

Super Mario Collection

What Nintendo should do next CD wise

The *Super Play* Interesting-O-Meter

NOT

GP Hill of Play Back 9 fame

Dodgy *Street Fighter II* coin-ops

Matt's *Games World* humiliation

Once more! It's the famous...

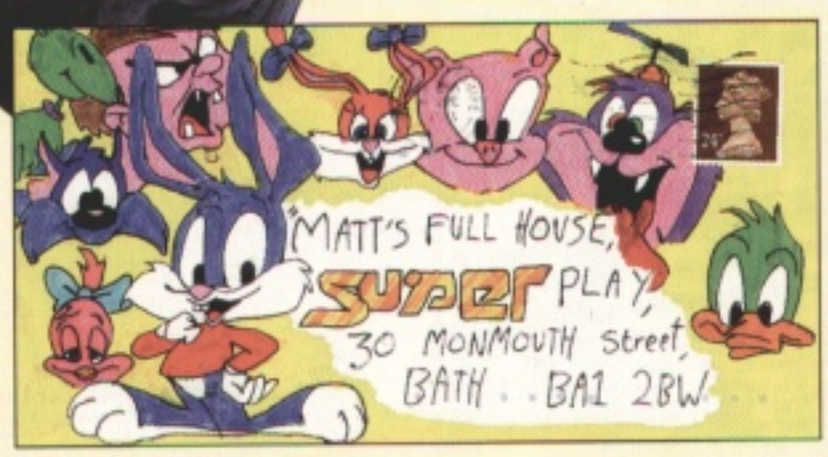
ENVELOPE ART!

The month's most attractive decorated envelopes received in the *Super Play* office are shown below, in all their glory. This perhaps wasn't the best four weeks we've had, envelope-wise, so to all you budding artists – pull your fingers out and send something in! With a bit of luck we'll then be able to return this column to the full-page glory it so richly deserves!

Remember, the best one printed every issue receives a snazzy *Super Play* T-shirt, and the rest get stylish *Super Play* pens. As ever, our address is: Envelope Art, *Super Play*, 30 Monmouth St, Bath BA1 2BW.

This great painted Dhalsim came on an envelope from James Horn of Bidford-on-Avon, Warks. Groovy elephants too, James.

Taz is always popular, this version being from Phillip Howson of Allithwaite, Cumbria.



The Tiny Toons are perennial favourites, as Dylan White of Stroud illustrates.

Ryu stands victorious as the other *SFII* characters lick their wounds. A lovely image from Matt Buckle of Oldham, Lancs.

T-SHIRT WINNER!

This winning *SFII/Cool World/Mortal Kombat/Tiny Toons/SD Gundam/Starwing* affair's from Steven Henderson of Penrith in Cumbria.

Strikes Back and *Return Of The Jedi*, but I can't find the original *Star Wars* film anywhere. Do you know which shops stock it? I have tried Menzies and Woolworth's.
Yours lovingly,
Paul Chisolm, Liverpool.

It shouldn't be that hard to find. HMV in Bath, for example, have got the whole set of *Star Wars* films, in fabulous Widescreen format (which is well worth a try, even if you have to sit a bit closer to the screen).

'VERY SMART'

✍ I'm just writing to say that I think compiling the four original *Super Mario Bros* games onto one cartridge and releasing it on the SNES is the best idea Nintendo have had since creating their wonder machine.

Due to the fact that technology is changing all the time, it won't be long before the NES fades away from the console market. Along with the machine, many classic NES games will be lost forever. Thankfully, Nintendo seem to have realised this, and are taking appropriate action. Nintendo are also making a very smart business move, resulting in a nice tidy profit.

You see, there may be a lot of NES owners out there who didn't want to buy a SNES, mainly because they wouldn't be able to play, say, the great *Super Mario Bros 3*. But now they'll be able to sell their NESes, use the money to put towards the purchase of SNESes and compilation cartridges, and *still* play those original Nintendo classics. And adding the original Japanese *Mario 2* to the cartridge is literally a bonus. It's great to see some of the great NES games making it over to the SNES.
Yours sincerely,
Richard Farnfield, Ashford.

It *is* great, isn't it? But only as long as they keep turning out really good *new* games as well.

'TINY NEWS REPORTS'

✍ Reading through the news section of your July issue, I stumbled across an article on the *Super Mario Collection*. You mention that *Super Mario Bros 2* was originally sold on something called the NES Disk System. What exactly is that? Don't tell me the NES has a CD-ROM add-on as well.

Congratulations on the excellent coverage of *SFII Turbo*, by the way. You got that four-page preview out at the same time as lesser magazines were managing tiny news reports.
Yours sincerely,
Adam Paul, Edinburgh.

The NES Disk System is a disk drive that plugs into an NES, letting you buy games on Amiga-style floppy disks rather than carts. It's only available in Japan, though, presumably because disks are so susceptible to piracy.

'DOCKING POINTS'

✍ One minor point against *Super Play* issue 9 was Jonathan's review of *Powermonger*. It shouldn't be marked down because it is 'very complicated', as that isn't an adequate reason for

'HIGHLIGHTS'

How come there aren't any Neo Geo magazines on the stands?
Mark Evans, Darlington.
Because there aren't many Neo Geos out there. But we're duty-bound to point out that *Edge* will be providing all the Neo Geo coverage you'll need.

Why oh why do you print player's guides for games which have not been officially released yet – *Starwing* or *Desert Strike*, for example?
Stephen Dixon, Bilingham.
We do try terribly hard to please everyone – players of both official and import games – and as a rule we try not to do player's guides till games have been out in the UK for a while. But with a really big import game, for which no UK date has been set, we'll often do one anyway – *Final Fight 2* this issue, for example. And when UK release dates get put back, as they so often do, that tends to muck things up as well.

Jonathan Carrier, Scarborough.
PS. Don't give me any Holbeck Hall hotel jokes, please.
You're safe – we can't actually think of any.

KINDLY LEAVE THE STAGE

Oh dear.

A man goes into an opticians.
Man: I think I need new glasses.
Optician: I could tell that when you walked through the window, sir.
Colin A Sowerby, Ossett.
0/10

Q Where would the characters Ram-gief and Ry-ewe be found?
A *Sheep Fighter II.*
Jake Griffiths, Sarratt.
0/10

If you fancy flying in the face of public opinion by helping to prop up this tiresome section, send your jokes to: Kindly Leave The Stage, *Super Play*, 30 Monmouth Street, Bath BA1 2BW. There's a T-shirt for those scoring at least 5/10.

docking points. The average intelligent human being would probably find it very involving with a great depth of gameplay. So come on, Jonathan Davies – get your act together!
Yours,
Phillip Hanson, Allithwaite.

Jonathan says: I didn't actually mark down *Powermonger* for being complicated. I just mentioned it a lot, so as to warn off readers who prefer their games nice and accessible. (Sniff.)

'WESLEY SNIPES'

My brother owns a Mega Drive and he regularly buys *Mega*, your sister magazine. In it there was a section on a new 32-bit machine that Sega are planning. It is said to have television quality graphics and be at least twice as fast as the 3DO (a machine that's so fast that films are being released on it, one starring Sylvester Stallone and Wesley Snipes).

You may be wondering what on earth I'm trying to get at. Well, the point is Nintendo's sluggishness. While we are on 16-bit systems, all the Sega fans are being treated to Mega CD and are getting ready for a superb new system. If Nintendo had hurried up, then they too could be planning a better system. The chances are that Sega's new system will be better than Nintendo's CD.

Another point is that Sega will have the market to themselves for even longer. If Nintendo had already brought out their system, even without software back-up, then surely, with better hardware specifications than those of the Mega CD, software companies will begin producing games for it. Because of the new Sega system, and the slowness of Nintendo, I am thinking of selling my SNES and waiting till the new system comes out. (It will be a stand-alone unit.) Is it worth doing this? Is it worth worrying about?
Yours sincerely,
Atman Mehta, Cheltenham.

Look, Atman, pull yourself together. Sure Sega are developing a new 32-bit machine, probably not to be launched till 1995 at the earliest thanks to trouble getting costs down. Nintendo are too (as Super Express reveals this month), and, while it may not appear until a little after Sega's, experience suggests it'll be a whole lot better. ('Treated' to Mega CD?) Bear in mind also that by the time *those* systems reach the shops, both companies will probably be hard at work on even whizzier 64-bit machines. What are you going to do? Ignore the new 32-bit ones and wait for the 64-bits? Or hang on even longer in the hope of picking up an even-more-mind-boggling-still 128-bit machine? Or a 256-bit one? You can either sit on your hands, letting technology pass you by, or you can dive in and grab a piece of the best thing going. And for the time being, the best thing going is the Super Nintendo.

'CALLED "TSAROH"'

What with all this talk about video game addiction, epilepsy and so on, I just thought I would put pen to paper and expose an illness not yet recognised.

Everyone seems to think that the younger generation of games players is most at risk, but what about us twentysomethings?

At first, I thought it was just me, but I soon found that this problem affects just about everybody over the age of about 20 who has a steady income.

In short, it's called 'TSAROH', or The Selling and Repurchasing of Hardware. We all have this compulsion to sell our machines, thinking we don't want them any more, but then a few weeks later we have to buy a new one.

I myself have gone through:
- One Game Gear
- Two Mega Drives
- One Mega CD

and, wait for it...
- Three Super Nintendos!

Aaaarrrrr! Wibble! Do any of the *Super Play* staff suffer from this horrible affliction?
An avid fan, Rotherham.

The conclusion has to be that you're utterly mad. Please don't write to us again – you're frightening.

'LIKE JIMMY HILL'

I've been playing games for four solid years – I had the NES, Game Boy, Mega Drive, Game Gear and now a Super NES – and I consider myself as a bit of an expert, although I'm quite young (13). My friend Andy and I are both video game fanatics, and although he has a Mega Drive we get on well. We always talk about the latest games and news – in school they slag us off about it. To me it's just like Jimmy Hill talking about football. In fact, it probably really will be soon, and they won't slag off us professional games players then.

Anyway, since I've been a gamer for four or five years, my skills are at their peak, and I was wondering how best to show them off. A *Street Fighter II* competition, maybe? How?
Your fellow pro,
Joe O'Keeffe, Belfast.

It's obvious – enter this year's National Computer Games Championships, and maybe win a huge prize! All will be revealed in *Super Play* next month. (You've got to believe us: we don't make these letters up.)

AHOY THERE!

If there's anything you'd like to say about *Super Play*, the Super Nintendo or anything like that, write to us and you might win a pen! The address is:

**PLAY BACK,
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BATH BA1 2BW.**

NEW! HOT SHOTS

Super Play's High Score Table

Your high scores have quite literally been coming through the letter box in large numbers, so it looks like we were right – you *did* want a high score table. Hurrah!

We're still collating the results, though, so this month we're sticking in a whole series of top results from National Computer Games Championships 1992 winner, Allan Brett – including his new *Starfox* high score, which, he says, is just 100 short of the maximum possible. Blimey, eh?

So, do you think you can beat any of this little lot? If so, we want to hear from you – the address is at the bottom of this column.

AXELAY
2,460,500 (Little real improvement over last month's score.)

FINAL FIGHT
2,997,110 (Slightly better than last month's score, but unlikely to improve much now – Allan's since started playing *FF2* instead.)

STARFOX
69,900 (Just 100 short of the maximum possible! Wow!)

SUPER SMASH TV
57,490,300 (This is loads better than Allan's old high score on this: 46,230,150.)

SUPER SOCCER
16-0, France vs Human team, 5 minutes each way

SUPER MARIO WORLD
9,999,990 (Allan didn't manage to improve on this one since last month – can you do any better?)

Well, can you? Send your scores, on a postcard, to: Hot Shots, *Super Play*, 30 Monmouth Street, Bath BA1 2BW. Your reward? Fame, glory, that sort of thing. (Oh, and this is merely meant as a fun thing – there's no reward for cheating, just the personal shame of living a lie. So don't do it, okay?)

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WHAT CART?

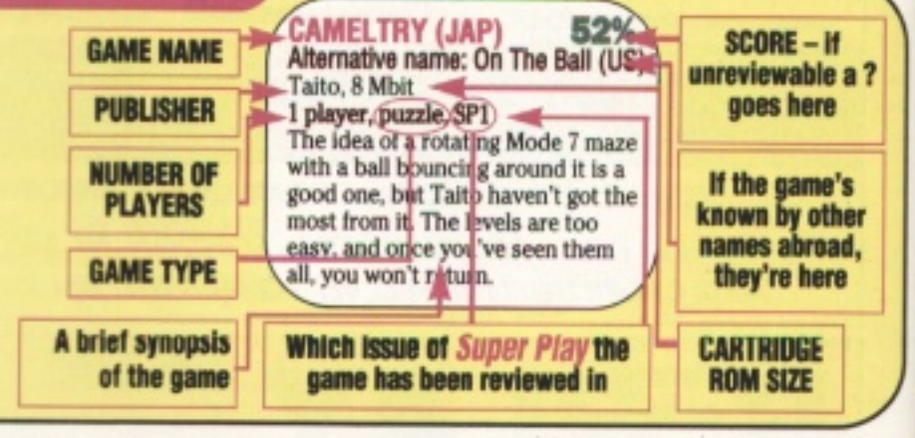
SUPER PLAY'S GAME LIBRARY

Welcome, once again to What Cart?, *Super Play*'s comprehensive listing of every Super Nintendo game available. This month there're over 290 games listed here. Don't ever complain that there aren't enough SNES games around!

As always, if you can think of a game we've missed from our listing (RPGs don't count!), then write us a What Cart?-style review and send it in – you might even get a stylish *Super Play* T-shirt for your trouble. The address to write to is: What Cart?, *Super Play*, Future Publishing, 30 Monmouth St, Bath BA1 2BW.

KEY TO YOUR CHART

You wouldn't believe how easy *What Cart?* is to understand. Perhaps this diagram might go some way towards convincing you, though:


GAME NAME
PUBLISHER
NUMBER OF PLAYERS
GAME TYPE
A brief synopsis of the game
Which issue of Super Play the game has been reviewed in
CARTRIDGE ROM SIZE
If the game's known by other names abroad, they're here
SCORE – If unreviewable a ? goes here
CAMELTRY (JAP) 52%
Alternative name: On The Ball (US)
Taito, 8 Mbit
1 player, puzzle, SP1
The idea of a rotating Mode 7 maze with a ball bouncing around it is a good one, but Taito haven't got the most from it. The levels are too easy, and once you've seen them all, you won't return.

ACROBAT MISSION (JAP) 38%
Teichiku, 8 Mbit
1 player, shoot-'em-up, SP2
A despicably feeble vertical scrolling blaster. To be avoided.

ACTION PACHIO (JAP) 42%
Coconuts Japan, 8 Mbit
1 player, platform, SP9
A crap, slow *Sonic* lookalike that barely manages to crawl along. Boring stuff.

ACTRAISER (JAP/US/UK) 90%
Enix/Quintet, 6/8 Mbit + BB
1 player, action/RPG, SP2
A brilliant combination of strategy and platform action. Graphically great, and the music's brilliant, but make sure you buy the UK or US version.

THE ADDAMS FAMILY (JAP/US/UK) 82%
Ocean, 8 Mbit
1 player, platform, SP1
A polished and enjoyable romp, with adventure, puzzle and shoot-'em-up bits. Challenging and frustrating in places, but passwords allow quick completion.

THE ADDAMS FAMILY IN: PUGSLEY'S SCAVENGER HUNT (US/UK) 90%
Ocean, 8 Mbit
1 player, platform, SP7
The second *Addams Family* platform game, and it's even better than the first. It's well designed, huge, challenging, gorgeous-looking and great fun to play. Highly recommended.

AEROBIZ (US) 69%
Alternative name: Air Manager (JAP)
Koei, 8 Mbit
1 to 4 players, strategy, SP7
An airport management sim that has its moments, but is too serious for its own good. Well presented, but there's not enough here to hold your interest.

ALIEN³ (US/UK) 84%
Acclaim, 8 Mbit
1 player, shoot-'em-up, SP9
Accurate platform film conversion with great graphics, fabulous weapons and some nice music. Big, too.

ALIENS VS PREDATOR (JAP) 28%
IGS, 8 Mbit
1 or 2 players, beat-'em-up, SP6
An unoriginal beat-'em-up, with a neat central concept, but dire gameplay and no explanation of the plot. Avoid.

AMERICAN GLADIATORS (US) 16%
GameTek, 8 Mbit
1 to 16 players, sport, SP10
Oh dear. A *very* sad attempt at reproducing the tacky-but-appealing gameshow. Avoid.

ANOTHER WORLD (UK) 81%
Alternative names: Outer World (JAP), Out Of This World (US)
Interplay, 8 Mbit
1 player, platform, SP1
The graphics are superb, the action is varied, and there are lots of great cinema-style close-ups – a true original. Too short, however.

ARCANA (US) 65%
Alternative name: Card Master (JAP)
HAL, 8 Mbit + BB
1 player, RPG
An RPG based around a 3D perspective (like *Dungeon Master*) sounds good, but proves plodding – the combat scenes are long and drawn out. Graphically it's not bad, and the music is well done, but it's only really for die-hard RPG fans.

ASTRAL BOUT (JAP) 40%
A-Wave, 8 Mbit
1 or 2 players, sport
A wrestling/fighting game, and not a good one. Graphically not a complete disaster, but the sprite collision and playability are ropy. When you think you could buy *SFII*, what's the point?

AUGUSTA MASTERS 3D GOLF (JAP) 79%
T&E Soft, 8 Mbit + BB
1 to 4 players, sport
The first 3D golf game on the Super Famicom, and still good despite Jap text. Graphically it's a mixture of bit-maps and polygons, and it works well. The screen update could be faster, though.

AXELAY (JAP/US/UK) 85%
Konami, 8 Mbit
1 player, shoot-'em-up, SP2
So *Axelay*'s a bit thin gameplay-wise. But – ooh! – those graphics! They maybe the most impressive ever! There're some fab baddies, too, and it alternates between neat horizontal and vertical scrolling.

BART'S NIGHTMARE (JAP/US/UK) 86%
Acclaim, 8 Mbit
1 player, action, SP1

The formula may not sound promising – lots of little sub-games rather than one big one – but this is absolutely superb, and very weird. Wonderful graphics and lots of humour, and it's challenging.

BATMAN RETURNS (JAP/US) 87%
Konami, 8 Mbit
1 player, beat-'em-up, SP7
A straightforward, but beautifully-put-together, scrolling beat-'em-up, which captures the mood of the film perfectly.

BATTLEBLAZE (JAP/US) 42%
Sammy Corp, 8 Mbit
1 or 2 players, beat-'em-up
An awkward game that's nowhere near as good as its contemporaries (*SFII* and *Ranma 1/2*). The graphics are okay, the sound's okay, but the gameplay's dire. There's quite a reasonable range of moves, but you could do so much better.

BATTLE CLASH (US/UK) 48%
Nintendo, 8 Mbit
1 player, shoot-'em-up, SP3
This is the first stand-alone game released for the Super Scope. A shame that it's short lived and awful. Cheaper than your average import, though.

BATTLE GRAND PRIX (JAP/US) 56%
Naxat, 8 Mbit
1 or 2 players, driving
Remember *Super Sprint*, the coin-op? Well, imagine a version of it (ie an overhead view driving game) where you can only see a tiny area of the track, and have to rely on signals to warn you of corners. It's 'challenging'.

BEST OF THE BEST (US/UK) 50%
Alternative name: Super Kick Boxing (JAP)
Electro Brain, 8 Mbit
1 or 2 players, beat-'em-up, SP5

Let's be honest: this is a kick boxing game, not a karate one. Treated as such it gets the job done okay. But, as with any game that comes within a mile of the word 'boxing', it gets boring fast.

BIG RUN (JAP) 34%
Jaleco, 8 Mbit
1 player, driving
After a promising start, the abysmal graphics and virtually non-existent gameplay make for what is surely the worst driving game on the system. (Nothing like the original coin-op.)

BILL LAIMBEER'S COMBAT BASKETBALL (US) 26%
Hudson Soft, 4 Mbit
1 or 2 players, sport
Originally an Amiga game called *Future Basketball*, this plodding *Speedball* clone is a unusually poor release from Hudson.

BIO METAL (JAP) 71%
Athena, 8 Mbit
1 player, shoot-'em-up, SP8
On 'Hard' setting this is a good, solid shoot-'em-up, only marred by slight slow-down and a lack of originality.

BIRDIE TRY (JAP) 28%
Toho, 8 Mbit
1 player, sport
A terrible golf game with a truly appalling Mode 7 course. Avoid.

BLAZEON (JAP/US) 42%
Atlus, 8 Mbit
1 player, shoot-'em-up
A tacky horizontal scroller with anime-style robots in. It's different, but it's so crude and jerky. Not one to go for – there are better shoot-'em-ups around.

THE BLUES BROTHERS (JAP/US) 68%
Titus, 4 Mbit
1 or 2 players, platform, SP7
This has little to do with the film (except that it's got Jake and Elwood in), or the Amiga original. It's okay (quite nice, in fact), but doesn't match up to *Mario* etc.

BOB (US/UK) 54%
Electronic Arts, 8 Mbit
1 player, platform, SP8
Oh dear. Platform games aren't really EA's forte, and on this nondescript, awkward-to-control, and very average looking release, it shows.

BOMBUZAL (JAP) 48%
Alternative name: Ka-Blooey (US)
Kemco, 4 Mbit
1 player, puzzle
Clear bombs from mazes of tiles by setting off chain reactions, without getting blown up. The levels are well designed and hard to negotiate, but the graphics are dreary, and it's boring.

BRASS BOSS (JAP) 56%
Alternative name: Doomsday Warrior (US)
Lazersoft, 8 Mbit
1 or 2 players, beat-'em-up, SP4
Another *SFII* wannabe that doesn't make the grade. The graphics are okay, and it plays okay, but *SFII* is so much better.

BUBSY IN: CLAWS ENCOUNTERS OF THE FURRED KIND (US) 77%
Accolade, 16 Mbit
1 player, platform, SP10

Despite the hype, this is no *Mario* or *Sonic*. Still, on its own terms it's a very playable platform game.

BULLS VS BLAZERS (JAP/US) 83%
Electronic Arts, 8 Mbit
1 or 2 players, sport, SP5
A good, solid basketball game with the emphasis on accuracy and detail at the expense of slick graphics. Challenging.

CACOMA KNIGHT (JAP/US) 36%
Datam, 4 Mbit
1 or 2 players, puzzle, SP4
A tedious variant of *Painter*, the ancient

coin-op. It does its best to brighten up things with some special backdrops, but even they're not good enough to save it.

CALIFORNIA GAMES II (JAP/US) 22%
DTMC, 8 Mbit
1 or 2 players, sport, SP7
A crap multi-event sports 'sim', with ridiculous games, poor graphics, and little to actually do.

CAL RIPKIN JR BASEBALL (US/UK) 70%
Mindscape, 8 Mbit
1 or 2 players, sport, SP7
A perfectly serviceable baseball game, with no obvious flaws, but *Pro League '93* is better.

CAPTAIN TSUBASU 3 (JAP) ?%
Tecmo, 8 Mbit + BB
1 or 2 players, sport
A football management game, based on a Jap comic hero! Dynamic match highlights, but unless you can read Japanese, and have tons of patience, stay away. Impossible to judge.

CAVEMAN NINJA 2 (JAP) 58%
Data East, 8 Mbit
1 player, platform, SP5
The sequel to *Joe & Mac* (sort of), reasonably playable, and offers a fair amount of long-term challenge. There are hundreds of better games around.

CB WARS (JAP) ?%
Banpresto, 8 Mbit
1 or 2 players, action/RPG
Strange anime scroll-along-and-whack-nasties-type of game. RPG elements and lots of Japanese text make this a poor choice. Impossible to judge.

CHESSMASTER (US/UK) 55%
Mindscape, 4 Mbit
1 or 2 players, board, SP7
It *does* play chess. (It can beat us.) The rest of it's rubbish though, with terrible sound and a sad options menu being particular 'high' points.

CHESTER CHEETAH (JAP/US) 58%
Kaneko, 8 Mbit
1 player, platform, SP6
Bright, colourful platform game, based on Cheetos' (American cheese snack) advertising critter – good for younger players, but it lacks challenge.

CHUCK ROCK (US) 61%
Sony Imagesoft, 8 Mbit
1 player, platform, SP4
A well put together Stone Age platform game, with lots of imagination and fun touches, but ultimately it's all a bit bland and dull.

CLUE (US) 46%
Parker Brothers, 4 Mbit
1 to 6 players, board, SP7
A board game conversion that does its job (playing *Cluedo*) okay, but offers nothing extra. Expensive for what it is.

COMBATRIBES (JAP/US) 57%
Technos, 12 Mbit
1 or 2 players, beat-'em-up
A very dull game that makes absolutely no attempt to save itself with any pick-upable weapons or interesting levels.

COOL WORLD (US/UK) 52%
Ocean, 8 Mbit
1 player, action, SP8
Gorgeous graphics, and fairly true to the film, but there's hardly any gameplay hidden beneath the flash – a shame, after the excellent *Pugsley*.

COSMO GANG (JAP) 70%
Namco, 8 Mbit
1 or 2 players, shoot-'em-up, SP3
A *Galaga*-style shoot-'em-up that doesn't match up to the ancient coin-op in the gameplay stakes. A fun two-player mode, and some lovely graphics and sound, but spoilt by infinite continues.

COSMO GANG: THE PUZZLE (JAP) 58%
Namcot, 4 Mbit
1 or 2 players, puzzle, SP7
The *Galaga*-lookalikes return in a colourful, *Tetris*-inspired puzzle game. There's some decent strategy here, but it won't hold your interest for long.

CYBERNATOR (US) 91%
Alternative name: Assault Suits Valken (JAP)
NCS Masiya, 8 Mbit
1 player, shoot-'em-up, SP5
The (imaginary) principle of assault suits is a fab basis for a game, but, oddly, this is the first to properly use it. This is a brilliant (very Japanese) shoot-'em-up, dripping with high technology and boasting some great explosions.

DARIUS TWIN (JAP/US) 74%
Taito, 8 Mbit
1 or 2 players, shoot-'em-up
Lacking in levels for a *Darius* game – but this isn't all bad. Good graphics, okay sound and not too much slow-down make it a reasonable buy, though it's not challenging in the first few levels.

DAVID CRANE'S AMAZING TENNIS (JAP/US) 80%
Absolute Entertainment, 8 Mbit
1 or 2 players, sport, SP3
This *looks* like the best tennis game yet. The 3D perspective works well – till you take control of a player at the other end. A restricted viewpoint makes it hard to serve and return – a split screen would have been better. *Super Tennis* still rules.

DEAD DANCE (JAP) 78%
Alternative name: Tuff E Nuff (US)
Jaleco, 16 Mbit
1 or 2 players, beat-'em-up, SP8

Another pretender to *Street Fighter II*'s best beat-'em-up title, and – with oodles of moves and well-balanced gameplay – probably the closest yet.

DESERT STRIKE (JAP/US/UK) 90%
Electronic Arts, 8 Mbit
1 player, shoot-'em-up, SP4
An addictive chopper-based shoot-'em-up with helicopteriness pouring out of it. Just like flying round a desert blowing things up with missiles (only not so hot and sandy).

DEVIL'S COURSE (JAP) 80%
T&E Soft, 8 Mbit
1 to 4 players, sport, SP8
This looks like ordinary golf, till you realise how wild the (totally made up) courses are. Fun, but not very serious.

D FORCE (JAP/US) 22%
Asmik, 8 Mbit
1 player, shoot-'em-up
A crap blaster with maybe the worst graphics, sound and playability on the SNES. Mode 7 makes the useless visuals look blocky. Awful sound, too.

DINOSAURS (JAP) 83%
Alternative name: Dino City (US)
Irem, 8 Mbit
1 player, platform, SP1
One of our fave platform games, this has fab graphics, cute characters and plenty of amusing bits. But it's too easy to finish. We love it anyway, though.

DIRTY CHALLENGER (JAP) 34%
Yutaka, 8 Mbit
1 or 2 players, sport
Yet another dire wrestling game. This time it includes some very dubious 'grapples' – you could be mistaken for thinking it was all a bit, well, dirty.

DORAEMON: WORLD OF FAIRIES (JAP) 56%
Epoch, 8 Mbit
1 player, platform, SP10
Cute(ish), but full of Japanese text, and we still can't find much of a game here.

DRACULA KID (JAP) 82%
Naxat, 8 Mbit + BB
1 player, arcade adventure, SP10

An imaginative and very cute adventure game. If you liked *Legend Of The Mystical Ninja*, you'll just love this.

DRAGON BALL Z (JAP) ?%
Bandai, 8 Mbit + BB
1 player, RPG
The original Jap *Dragon Ball* anime series appeared on the 8-bit Famicom, but this new version is the first available for the Super Famicom. An RPG with combat scenes and loads of Japanese text. Very 8-bit in look too. Impossible to judge.

DRAGON BALL Z (JAP) 73%
Bandai, 16 Mbit
1 or 2 players, beat-'em-up, SP8
An original beat-'em-up, with lots of special moves, fab anime graphics, and *weird* presentation. As it has specialist appeal, unlikely to get a UK release.

DRAGON'S LAIR (US/UK) 82%
Elite, 4 Mbit
1 player, platform, SP1
Looks gorgeous, plays well and is far better than the straight conversion of the coin-op on other machines. But the frustrating difficulty level hides a game that's not as long as it could be.

DRAGON QUEST V (JAP) ?%
Enix, 12 Mbit + BB
1 player, RPG
The biggest selling game in Japan is a sprawling RPG with loads of Jap text, to be translated for a US release this year in the *Dragon Warrior* series. Primitive graphics, and very Japanese.

DRAKKHEN (JAP/US/UK) 64%
Kemco, 8 Mbit + BB
1 player, RPG, SP4
Based on a French 16-bit computer RPG adventure, this has okay graphics but an awful combat system. Most people will find this a real bore, but if you *are* tempted, get the US or UK version.

EARTHLIGHT (JAP) ?%
Hudson Soft, 8 Mbit + BB
1 player, strategy
Based on a popular PC Engine game called *Nectaris*, this is an interplanetary space strategy affair, but there's enough Japanese in here to make it tricky to work out. Avoid. Impossible to judge.

ELFARIA (JAP) ?%
Hudson Soft, 12 Mbit + BB
1 player, RPG
Great character graphics make this game more appealing than most, but the heavy use of Japanese text may cause major problems. Impossible to judge.

EVIL SWORD (JAP) 55%
Datam Polystar, 8 Mbit
1 player, platform, SP7
A colourful, bizarre, very Japanese and not very good slice-'em-up, featuring a girl running around swiping things with her sword.

EXHAUST HEAT II (JAP) 83%
Seta, 8 Mbit + BB
1 player, driving, SP8
With more tracks than the original game, lovely parallax scrolling, and plenty of speed, this is great fun – like a more realistic *F-Zero*. No two-player mode though, and some juddering.

EXTRA INNINGS (US) 64%
Alternative name: Ganba League Baseball (JAP)
Sony Imagesoft, 8 Mbit + BB
1 or 2 players, sport, SP2
Baseball's tricky to translate well to a games machine, but this makes a good job of it, with cute characters and slick action. The sequel, *Pro Baseball League '93*, is even better.

F-1 EXHAUST HEAT (JAP/UK) 69%
Alternative name: F1 ROC (US)
Ocean/Seta, 8 Mbit + BB
1 player, driving, SP2
Your car's a bit small, and you don't get much warning of corners. But at least you get a 3D view of the track. Not our fave game, but some people love it.

F1 GRAND PRIX PART II (JAP) 52%
Video System, 12 Mbit
1 player, driving, SP8
A difficult overhead view driving game – only really any fun if you persevere.

FACEBALL 2000 (JAP/US) 54%
Bullet-Proof Software, 4 Mbit
1 or 2 players, shoot-'em-up, SP3
On the Game Boy this 3D maze shoot-'em-up is good fun, but the SNES conversion suffers badly. Slow, jerky 3D, and confusing with two players. Poor.

FAMILY DOG (US/UK) 39%
THQ, 8 Mbit
1 player, platform, SP9
Based on an obscure American cartoon, this *Home Alone*-alike is funny in places, but the gameplay is a real dog.

THE FANG OF EDO (JAP) 49%
Micro World, 8 Mbit
1 player, action, SP9
Odd scrolling slash-'em-up looks okay (when it's not slowing down), but lacks interesting action.

FATAL FURY (JAP/US) 76%
Takara, 12 Mbit
1 or 2 players, beat-'em-up, SP4
One of a growing number of *Street Fighter II* lookalikes. Looks okay, plays fine (though the controls are very awkward), and worth considering.

FINAL FANTASY II (US) 86%
Alternative name: Final Fantasy IV (JAP)
Square Soft, 8 Mbit + BB
1 player, RPG
In Japan this is the fourth in a popular series. This is the first version for the SNES, and while it's graphically basic, the lovely music and the involved quest lift it way above lesser RPGs.

FINAL FANTASY V (JAP) ?%
Square Soft, 16 Mbit + BB
1 player, RPG
A huge-selling RPG to be translated and retitled *Final Fantasy III* in the US. Buy that one, unless you're fluent in Japanese. Impossible to judge.

FINAL FANTASY: MYSTIC QUEST (US) 79%
Square Soft, 4 Mbit + BB
1 player, RPG, SP3
A spin-off younger player's version of the popular *Final Fantasy* RPG series that's a fun and involving quest for role-playing beginners. It's also cheaper than most releases.

FINAL FIGHT (JAP/US/UK) 86%
Capcom, 8 Mbit
1 player, beat-'em-up, SP1
The best walking-along-beating-people-up game on the SNES. Brilliant graphics, varied opposition and great moves. But it lacks a two-player mode, and gets dull.

FINAL FIGHT 2 (JAP) 75%
Capcom, 10 Mbit
1 or 2 players, beat-'em-up, SP10
Lovely graphics, a much-needed two-player mode, some good tricky bits, and slightly more depth than it first appears make this probably the best scrolling beat-'em-up yet, but it's still disappointingly easy.

FINAL FIGHT GUY (JAP) 83%
Capcom, 8 Mbit
1 player, beat-'em-up
A pointless new version of *Final Fight*, where the best character, Cody, is replaced by Guy. A poor game-music CD is included. It's easier than the original.

FIRE DODGEBALL (JAP) 45%
Sunsoft, 8 Mbit
1 or 2 players, sport
A cute, anime version of an extremely weird game (see *SD Dodgeball* for details). The graphics are good, but the game itself is a bit too simple to be particularly rewarding.

FLYING HERO: BUGLE'S BIG ADVENTURE (JAP) 68%
Sofel, 8 Mbit
1 player, shoot-'em-up, SP6

An average – if fairly likeable – Japanese shoot-'em-up. It has its moments, but needs that extra special something to stand a chance of beating *Parodius* etc.

FORTRESS OF FURY (JAP) 68%
Alternative name: Operation Logic Bomb (US)
Jaleco, 8 Mbit
1 player, shoot-'em-up, SP9
Nice graphics, but slow and unimaginative gameplay.

F-ZERO (JAP/US/UK) 86%
Nintendo, 4 Mbit + BB
1 player, driving, SP1
A fabulous Mode 7 racing game. Dead fast and smooth. Watch out for the vicious hover cars. Bland scenery and a weird futuristic setting, but it's an impressive display of the Super Nintendo's abilities.

GEORGE FOREMAN'S KO BOXING (US/UK) 18%
Acclaim, 8 Mbit
1 or 2 players, sport, SP2
Boxing games are invariably awful – but this awful?

THE GHOST OF KITARO (JAP) 61%
Bandai, 8 Mbit
1 or 2 players, beat-'em-up, SP9
Weird, very Japanese, and very cartoony scrolling, shooting, beat-'em-up thing. Pretty, but odd.

GODS (US/UK) 74%
Mindscape, 8 Mbit
1 player, platform, SP6
Famous Amiga platform shoot-'em-up comes to the SNES, graphics and puzzles intact, and with extra measures of playability. This'll last you ages.

GOLDEN FIGHTER (JAP) 42%
Culture Brain, 12 Mbit
1 or 2 players, beat-'em-up, SP1
A very ropy *Street Fighter II* 'tribute'. The graphics are rubbish, the gameplay's rubbish, the sound's rubbish... Avoid.

GP-1 (US) 62%
Atlus, 8 Mbit
1 or 2 players, sport, SP10
The only motorbike racing game on the Super Nintendo, but it fails to do anything much to recommend the sport.

GPX CYBER FORMULA (JAP) 70%
Alternative name: Cyberspin (US)
Takara, 8 Mbit
1 player, driving, SP1
A top-view scroller, and another case of yikes-was-that-a-corner? But anime based this time, with some very smooth scrolling. Average, but enjoyable.

GRADIUS III (JAP/US) 82%
Konami, 4 Mbit
1 player, shoot-'em-up
Similar to the coin-op and all packed onto a 4 Mbit cart. It's an early title, so slow-down is a problem – it scuppers the otherwise beautiful graphics and fab sound. Still, it's more impressive and playable than *Super R-Type*.

GUNDAM F-91 (JAP) ?%
Bandai, 8 Mbit + BB
1 player, shoot-'em-up
A massive selling (in Japan at least) arcade/strategy game-thing, with Japanese text. Still, it's playable if you persevere, but this is one for real robot fans only. Impossible to judge.

GUNFORCE (JAP/US) 59%
Irem, 4 Mbit
1 or 2 players, shoot-'em-up, SP4
Similar to *Super Probotector* in many respects, but not half as good in any of them. The 'respects', that is. (Sorry, that was a bit confusing, wasn't it?)

HARLEY'S HUMUNGOUS ADVENTURE (US) 69%
Electronic Arts, 4 Mbit
1 or 2 players, platform, SP6
Graphically it could be a lot better, but it's a reasonably imaginative game with some potential all the same.

HAT TRICK HERO (JAP) 66%
Alternative name: Super Soccer Champ (US)
Taito, 4 Mbit
1 or 2 players, sport
A slick conversion of the coin-op *Football Champ*. It's fast, but too easy in one-player mode – you'll need to play a chum to have any fun. Not as good as *Super Soccer*.

HIT THE ICE (US) 58%
Taito, 8 Mbit
1 or 2 players, sport, SP9
As much a beat-'em-up as an ice hockey game, and a bit on the shallow side.

HOLE-IN-ONE GOLF (JAP/US) 68%
HAL, 8 Mbit
1 to 4 players, sport
An old game, but still one of the best golf sims around – what it lacks in technical ingenuity, it makes up for in user-friendliness. The overhead view isn't much like playing the real game, but nice Mode 7 course introductions help – as does turning the music off!

HOME ALONE (JAP/US/UK) 36%
THQ, 4 Mbit
1 player, platform, SP3
A dire attempt to cash in on the success of *Home Alone* the movie. Hopeless graphics and sound don't rescue the banal gameplay from the claws of drudgery and tedium.

HOME ALONE 2 (US/UK) 32%
THQ, 8 Mbit
1 player, platform, SP3
We actually preferred the first *Home Alone* game to this, but in the same way that we prefer *Eldorado* to *Santa Barbara*: Another dire scrolling effort that should be left on the shelf.

HOOK (US/JAP) 72%
Sony Imagesoft, 8 Mbit
1 player, platform, SP1
Slow-moving, but attractive platformer, that ties in with the film neatly. It's a bit easy to finish, though, so it'll be no, er, Peter Pan.

THE HUNT FOR RED OCTOBER (US) 25%
Hi Tech Expressions, 8 Mbit
1 player, shoot-'em-up, SP7

A very poor submarine shoot'-em-up, based on the film of the same name. So repetitive that each level is almost identical to the last, apart from the Super Scope-using sub-bit, which is especially useless.

HUMAN GRAND PRIX (JAP) 82%
Human, 8 Mbit + BB
1 or 2 players, driving, SP4
If you can live with the 'unique' control system, this is the best two-player Formula One game on the SNES. It's blindingly fast, with realistic handling and some smart graphics.

HYPERZONE (JAP/US) 30%
Hal, 8 Mbit
1 player, shoot-'em-up
A poor 3D space shoot-'em-up using Mode 7, but with nothing else there to recommend it. Tedium City is your only destination with this one.

IMPERIUM (US) 40%
Alternative name: Assault Suits Dion (JAP)
Vic Tokai, 8 Mbit
1 player, shoot-'em-up, SP6
Sad, old-fashioned shoot-'em-up with giant robot suits in it – but with little hope of rivalling *Assault Suits Valken*. Stay away.

INTERNATIONAL TENNIS TOUR (JAP) 69%
Micro World, 8 Mbit
1 or 2 players, sport, SP10
This doesn't come close to *Super Tennis* or *Jimmy Connors*, but plays a reasonable game of tennis all the same.

THE IREM SKINS GAME (US) 83%
Alternative name: Major Title (JAP)
Irem, 8 Mbit,
1 or 2 players, sport, SP3
Fans of the coin-op golf game *Major Title* will love this – it's virtually identical. Fans of *Pebble Beach* et al, however, mightn't be impressed by its accuracy.

JACK NICKLAUS GOLF (US) 62%
Tradewest, 4 Mbit
1 to 4 players, sport, SP3

This presents things from just behind the player, but the slow way it draws the screen before each shot, and the could-be-better power meter, ruin it.

JAKI CRUSH (JAP) 74%
Naxat, 8 Mbit
1 player, simulation, SP5
The SNES needs a top-notch pinball game – something to rival the Mega Drive's *Devil Crash* and the Amiga's *Pinball Dreams*. But this just isn't it. It's okay, but the ball moves far too slowly, and the table isn't brilliantly designed.

JAMES BOND JR (US/UK) 29%
THQ, 4 Mbit
1 or 2 players, platform, SP3
A platform and shooting action game from hell that even the Amstrad GX4000 wouldn't have tolerated. Poor graphics, feeble sound and crap gameplay.

JEOPARDY (US) 15%
Gametek, 4 Mbit
1 to 3 players, quiz, SP7
An appalling American conversion of an appalling American quiz show. Yuck.

JERRY BOY (JAP) 54%
Alternative name: Smartball (US)
Sony Imagesoft, 8 Mbit
1 player, platform
A run-of-the-mill platform game with only its blob-shaped hero to distinguish it from the crowd. Very average.

JIMMY CONNORS' PRO TENNIS TOUR (US/UK) 88%
UBI Soft, 4 Mbit
1 to 4 players, sport, SP5
Not as good a game as *Super Tennis*, but this gets pretty close and has the advantage of working with the four-player adaptor. Now that *is* fun.

JOE AND MAC (JAP/US/UK) 72%
Data East/Elite, 8 Mbit
1 or 2 players, platform, SP1
A good conversion of the arcade machine. Graphically very colourful, but the tunes don't vary and the gameplay's a bit repetitive. Fun for younger players.

JOHN MADDEN FOOTBALL (US) 79%
Alternative name: Pro Football (JAP)
Electronic Arts, 4 Mbit
1 or 2 players, sport
What was a fabulous game on the Mega Drive and Amiga *isn't* on the Super Nintendo. Note the flat graphics and jerky scrolling. It *is* fast, but at the expense of playability.

JOHN MADDEN FOOTBALL '93 (US/UK) 83%
Alternative name: Pro Football '93 (JAP)
Electronic Arts, 8 Mbit
1 or 2 players, sport, SP4
...whereas this new, improved, updated version is loads better. The changes are mostly cosmetic, but they elevate the game to the status of 'recommended (if you like American football)'.

KICK OFF (JAP/UK) 52%
Anco/Imagineer, 8 Mbit + BB
1 or 2 players, sport, SP3
The most controversial computer game ever gets its second conversion to the SNES, and suffers as a result. Not as bad as *Pro Soccer*, but flawed playability-wise.

KIKIKAIKAI (JAP) 88%
Alternative name: Pocky & Rocky (US)
Natsume, 8 Mbit
1 or 2 players, shoot-'em-up, SP5
This is the sort of game only the Japanese could write. Underneath the perilously weird exterior lurks a really enjoyable two-player shoot-'em-up with superb graphics and a large playing area.

KING ARTHUR'S WORLD (US/UK) 83%
Jaleco, 4 Mbit
1 player, puzzle, SP6
Medieval *Lemmings* lookalike, with good graphics and plenty of interesting bits. Very addictive, but the controls (unless you use a mouse) are a pig.

THE KING OF RALLY (JAP) 39%
Meldac, 8 Mbit
1 player, driving, SP5
The most eye-catching 3D effect in years, but that's really about it. The fact that there are no other cars on the road, and the very unimaginative design of the courses, turns it into a real battle just to keep your eyes open.

KING OF THE MONSTERS (JAP/US) 79%
Takara, 8 Mbit
1 or 2 players, beat-'em-up
An enjoyable Neo Geo game that's been clumsily converted to the SNES. It's really too dull and unimpressive to get even fans of the original excited.

KITARO'S GHOST (JAP) 58%
Bandai, 8 Mbit
1 or 2 players, platform

Platform game, based on a cute comic hero, with really tricky gameplay. Lovely graphics, though.

KOSHIYEN 2 (JAP) 60%
KAC, 8 Mbit
1 or 2 players, sport, SP2
This would be the most bog standard baseball game around, except that it's very weird and very Japanese. Not bad, overall.

KRUSTY'S SUPER FUN HOUSE (US/UK) 79%
Acclaim, 8 Mbit
1 player, platform, SP1
A curious blend of pie-throwing, puzzle-solving and platform action make this a refreshing challenge. Graphics and sound are okay, but it's the excellently paced gameplay that makes the game. Passwords should be given more regularly though.

KUNIO KEN (JAP) ?%
Technos, 8 Mbit
1 or 2 players, action/RPG
An odd mix of beat-'em-up and adventure game. We had fun with it, beating people with pillows and suitcases, but we didn't have a clue what was going on as it's all in Japanese. It got a lukewarm reception even in Japan. Impossible to judge.

LAGOON (JAP/US) 70%
Kemco, 8 Mbit + BB
1 player, RPG
A fairly involving RPG, taking some elements from the *Zelda* series, but forgetting a lot of the more important ones – like a map, which is irritating. However, the graphics and sound are pleasant enough. Worth considering, but only after you've played *Zelda*, *Final Fantasy II* and *Soul Blazer*.

LAST FIGHTER TWIN (JAP) 59%
Banpresto, 8 Mbit
1 or 2 players, beat-'em-up
Super Deformed robots in a side-on beat-'em-up. Nice graphically and sonically, but limited. For SD fans only.

LEGEND OF SUCCESS JOE (JAP) 49%
KAC, 8 Mbit
1 or 2 players, beat-'em-up
Japanese boxing game, based on a poor Neo Geo original, with basic graphics and sound, and not enough moves. Still, as boxing games go, it ain't too bad.

LEGEND OF THE MYSTICAL NINJA (US) 90%
Alternative name: Ganbare Goemon (JAP)
Konami, 8 Mbit
1 or 2 players, action/RPG
One of the best games for the Super Nintendo, mixing RPG adventure-style wandering with side-on platform action. Wonderful music, fab graphics and a real challenge. Though the Japanese version is accessible, buy the US cart to get the best value from this.

LEMMINGS (JAP/US/UK) 86%
Sunsoft, 8 Mbit
1 or 2 players, puzzle, SP2
A hit on every format it's on. It takes a while to get to grips with, but it's one of the most original, ingenious and addictive games ever. Each level has a password, and there are loads of them.

LETHAL WEAPON (UK/US) 57%
Ocean, 8 Mbit
1 player, platform, SP6
Unadventurous platform shoot-'em-up, with a frustrating tendency to send you back to the beginning every time you miss your footing, which you'll do – a lot. Okay, but Ocean can manage better (see the new *Addams Family* game).

THE LOST VIKINGS (US/UK) 84%
Interplay, 8 Mbit
1 or 2 players, platform, SP8
Three character (but one-player) co-operative platform puzzler. Quite a lot of fun, if a bit C64-ish in game design.

MAGICAL GUY ADVENTURE (JAP) 62%
Bandai, 4 Mbit
1 player, platform
An jolly platform game combining wacky Japanese humour with cute sprites and backdrops. Not in the class of *Super Mario World*, but entertaining anyway.

MAGIC SWORD (JAP/US/UK) 58%
Capcom, 8 Mbit
1 player, platform, SP7

Capcom's winning streak is let down by this dreadful slash-'em-up. It slows down badly, and the animation's awful.

MARIO PAINT (JAP/US/UK) 55%
Nintendo, 8 Mbit + BB
1 player, art package, SP6
A limited, crude paint package – and one where you can't print out your results! Some nifty features, admittedly, but the best thing about the whole package is the mouse that comes with it.

MECH WARRIOR (US) 63%
Alternative name: Battletech (JAP)
Activision, 8 Mbit
1 player, shoot-'em-up, SP9
Sort of like *Battle Zone* (well, a bit), but this time placing you in an armoured mobile suit, jumping around blasting things. Okay, but lacks imagination.

METAL JACKET (JAP) 20%
Atlus, 8 Mbit
1 player, platform
Atlus aren't doing themselves any favours attempting a platform game – a genre where you have to be good to stand out. An *E-SWAT* clone with stilted animation, dire sound and inept gameplay.

MICKEY'S MAGICAL QUEST(JAP/US/UK) 89%
Capcom, 8 Mbit
1 player, platform, SP3

One of the most polished platformers around, though marred by the inclusion of infinite continues. Stunning backdrops, sprites and varied enough to impress anyone – it's a shame it's too easy.

MONOPOLY (JAP/US) 40%
Parker Brothers, 8 Mbit
1 to 8 players, board game, SP7
Monopoly without the fun of cheating. It plays the game on the Super NES exactly as it should, but that's about it.

MUSYA (JAP/US) 24%
Datam, 8 Mbit
1 player, platform
One of the worst Super Famicom games – though it's up against stiff competition. Initially, the nicely shaded backdrops give it the look of a *Ninja Spirit* clone, but when you watch your hero mincing about, twiddling his stick, it palls.

NAMCOT OPEN (JAP) 80%
Namco, 8 Mbit
1 to 4 players, sport, SP9
A very nice golf sim with fast and efficient graphics, but a fair bit of Japanese text.

NBA ALL-STAR CHALLENGE (JAP/US) 59%
LJN, 8 Mbit
1or 2 players, sport, SP7
If you like basketball, you'll love this game. It plays basketball as it should be played and is nicely presented. Recommended for real fans of the game.

NHLPA HOCKEY (US/UK) 87%
Electronic Arts, 8 Mbit
1 or 2 players, sport, SP4
Not *quite* as good as the Mega Drive version (the graphics are jerky, though you wouldn't notice unless you'd seen the original). Still a great ice hockey game, with loads of playability and atmosphere.

NIGEL MANSELL F1 CHALLENGE (JAP) 85%
Infocom, 8 Mbit
1 player, driving, SP8
Good, fast, high quality racing action. As a one-player game, better than *Human Grand Prix*, and so the best Formula One game on the Super NES yet.

NOLAN RYAN'S BASEBALL (US) 73%
Alternative name: Super Stadium (JAP)
Romstar, 4 Mbit
1 or 2 players, sport, SP2
Just as slick as *Extra Innings*, but without the cute characters, and it's slightly trickier to control. Still, not a bad game.

NORTH STAR KEN V (JAP) ?%
Toei, 8 Mbit + BB
1 player, RPG
This addition to an inexplicably popular range of *Zelda*-style RPG's – it's based on *Fist Of The North Star*, believe it or not – looks rubbish to us. If you speak Japanese it might, of course, be brilliant, but we very much doubt it. Impossible to judge.

NORTH STAR KEN 6 (JAP) 42%
Toei, 12 Mbit
1 or 2 players, beat-'em-up, SP4
This has massive sprites but nothing much to actually do. It's just another failed *Street Fighter II*-a-like.

ON THE BALL (US) 52%
Alternative name: Cameltry (JAP)
Taito, 8 Mbit
1 player, puzzle, SP1
A rotating Mode 7 maze with a ball bouncing around, but Taito haven't got the most from it. The levels are too easy, and you won't go back to them.

OTHELLO WORLD (JAP) 52%
Tsukuda, 8 Mbit
1 or 2 players, board game
Plays a strong game of *Othello* (if you set it to 'difficult'), looks good, and has some cute bits. But why would anyone want to spend $40 on a cartridge that plays *Othello*? Fine for brushing up your technique, but otherwise very sad.

OUTLANDER (US/UK) 28%
Mindscape, 8 Mbit
1 player, driving/action, SP8
Crap *Mad Max*-style kill-everything-in-sight fiasco, featuring a driving section and a walking-along-and-blasting section – both equally useless.

PAPER BOY 2 (US/UK) 22%
Mindscape, 4 Mbit
1 player, driving, SP2
You're a newspaper delivery boy (or girl) and you cycle along, er, delivering newspapers. There are some obstacles to avoid, things to hit with papers for bonus points, and that's about it. It's boring, and can't be recommended.

PEBBLE BEACH GOLF LINKS (JAP/US/UK) 82%
T&E Soft, 8 Mbit + BB
1 to 4 players, sport, SP6
The third addition to the 3D golf series, and very similar to the others. As the only golf game officially released in the UK, this is worth buying. It's fun and is accurate down to the very waves on the beach, but the music is laughable.

PGA TOUR GOLF (JAP/US/UK) 60%
Electronic Arts, 4 Mbit
1 to 4 players, sport, SP5
Slick presentation, masking the fact that this is a poor Super NES conversion of a fab sports game. On other systems *PGA Tour* is *the* golf sim, but EA's lack of SNES skill ruins it.

PHALANX (JAP/US) 70%
Kemco, 8 Mbit
1 player, shoot-'em-up, SP1
Horizontally scrolling shoot-'em-ups are two a penny on the Super NES, and a new contender has to be different to stand out. This has some decent graphics and challenging gameplay, but is forgettable.

PILOTWINGS (JAP/US/UK) 92%
Nintendo, 4 Mbit
1 player, simulation, SP1
Super Nintendo-owning aviation fans aren't spoilt for choice at present, but this should be enough to, er, spin their propellers. It has a huge range of flying machines, and super-smooth 3D graphics, and there's even a decent game in here, too.

PIPEDREAM (JAP) 66%
Bullet-Proof Software, 4 Mbit
1 or 2 players, puzzle, SP2
A well turned-out puzzle where you've got to link different shaped bits of pipe. Okay, but it gets boring fast.

PITFIGHTER (US/UK) 14%
THQ, 4 Mbit
1 or 2 players, beat-'em-up, SP4

An appalling conversion of a popular coin-op. Dire graphics and awful gameplay. The pits.

POP'N TWINBEE (JAP) 84%
Konami, 8 Mbit
1 or 2 players, shoot-'em-up, SP8
Ultra-cute and colourful graphics make

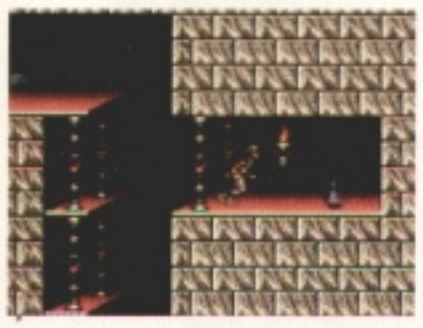
this blaster very appealing. Gameplay's a little on the weak side, though.

POPULOUS (JAP/US/UK) 85%
Imagineer, 4 Mbit + BB
1 player, strategy, SP2
The original Japanese version of a classic UK game that puts you in the shoes of God himself. A smashing game, though it *can* get frustrating (and quite boring) eventually.

POWER ATHLETE (JAP) 49%
Alternative name: Power Moves (US)
Kaneco, 8 Mbit
1 or 2 players, beat-'em-up, SP4
This is another attempt to cash in on *SFII*. And it doesn't really work. 'Crap – but in a groovy kind of way', apparently.

POWERMONGER (UK) 77%
Imagineer, 8 Mbit
1 player, strategy, SP9
Patience is needed to really get into this potentially deep and addictive game, but it's worth it.

PRINCE OF PERSIA (JAP/US/UK) 89%
Konami, 8 Mbit
1 player, platform, SP5



A superb conversion of the computer classic with new graphics, a brilliant intro and a fab *Lawrence Of Arabia*-style soundtrack. Not an easy game, but the password system allows progression without too much trouble. A classic.

PRO BASEBALL LEAGUE '93 (JAP) 77%
Sony Music Entertainment, 12 Mbit
1 or 2 players, sport, SP6
The Jap sequel to *Extra Innings*. It's got cute characters, slick animation and some neat extra bits. If you like baseball, you'll love this.

PRO QUARTERBACK (US) 62%
Tradewest Sports, 8 Mbit
1 or 2 players, sport, SP7
American football looks great with neat Mode 7 graphics, but the rest of it fails to add up to anything better than usual.

PRO SOCCER (JAP) 27%
Alternative name: World League Soccer (US)
Imagineer, 4 Mbit + BB
1 or 2 players, sport
A shaky conversion of *Kick Off*, with crude graphics and useless gameplay.

PSYCHO DREAM (JAP) 33%
Alternative name: Dream Probe (US)
Riot, 8 Mbit
1 player, platform, SP7
Platform beat-'em-up with lots of Japanese text getting in the way. Bland.

PUSHOVER (US/UK) 78%
Ocean, 4 Mbit
1 player, puzzle, SP3
An enjoyable domino toppling-style puzzle game, converted from home computers, with lots of short-term fun. Once all 100 levels are finished, though, it's unlikely you'll ever return to it.

Q*BERT 3 (JAP/US) 67%
NTVIC, 8 Mbit
1 player, platform, SP3
Real nostalgia value, as players of the 10-year-old coin-op will confirm. Plenty of effort's gone into making the game look good. But it's only mildly amusing.

RACE DRIVIN' (US/UK) 35%
THQ, 4 Mbit
1 player, driving, SP3
Fans of the original coin-op will be horrified by this driving game. 3D polygons and the SNES go together like, um, chips and custard. Poor programming on unsuitable hardware.

RAIDEN DENSETSU (JAP) 54%
Alternative name: Raiden Trad (US)
Toei, 8 Mbit
1 or 2 players, shoot-'em-up
A great game on the PC Engine and Mega Drive, but slow on the Super Nintendo and not recommended. It should have been good, but the programmers were too inexperienced on the machine to do the job properly.

RAMPART (US) 79%
Electronic Arts, 4 Mbit
1 or 2 players, shoot-'em-up/puzzle, SP2
So primitive-looking you wonder why it was allowed to live. (Well, apart from the great 3D bit.) But a few minutes playing reveal a game that's actually fab fun, and the two-player mode almost rivals *Mario Kart*.

RANMA 1/2 (JAP) 75%
NCS Masiya, 8 Mbit
1 or 2 players, beat-'em-up
A neat one-on-one beat-'em-up with some very odd anime characters (who change sex when they get wet, and sometimes into giant pandas – don't worry, there's a Japanese TV series explaining it all). Mismatching of characters is a problem, but on the whole it's great to look at and play.

RANMA 1/2 PART TWO (JAP) 73%
NCS Masiya, 12 Mbit
1 or 2 players, beat-'em-up, SP6
Cute, unusual characters, and a good looking beat-'em-up, but far too easy, with some characters much, much stronger than others. Slightly inferior to the original, but still likable, at least.

RIVAL TURF (JAP/US/UK) 58%
Jaleco, 8 Mbit
1 or 2 players, beat-'em-up, SP2
Final Fight's main rival. Not as 'together' as its opponent – more repetitive baddies and rougher animation are the main qualms – but it has the enormous advantage of simultaneous two-player action, including a *Street Fighter II*-style head-to-head mode. Which one do you go for? Um, well there's always *Batman*...

ROAD RIOT 4WD (US/UK) 20%
THQ, 4 Mbit
1 or 2 players, driving, SP4
Road Riot's the worst driving game on the SNES, we reckon. This is primitive in every respect, despite a split-screen two-player mode, and no fun at all.

ROAD RUNNER: DEATH VALLEY RALLY (JAP/US/UK) 42%
Sunsoft, 8 Mbit
1 player, platform, SP4
The cartoon's atmosphere is captured perfectly, with fab cartoony graphics and hilarious intro and outro bits, but the game itself stinks – it's a simplistic, poorly-executed platform game.

THE ROCKETEER (JAP/US) 33%
IGS, 8 Mbit
1 player, action
Lovely graphics, but that's about it. This consists of watching a string of mini-games in which you don't really get much say – it's just luck if you proceed from one game to the next. Awful.

ROBOCOP 3 (US/UK) 50%
Ocean, 8 Mbit
1 player, shoot-'em-up, SP2
A neat *Robocop* feel, but gameplay-wise this is severely wanting. It's really difficult, and perseverance is rewarded by an unimaginative shooter with little connection to the film.

ROGER CLEMENS' MVP BASEBALL (US) 73%
Acclaim, 8 Mbit
1 or 2 players, sport, SP2
Baseball games don't come much better presented than this. Fab animation and action viewed through different camera angles make this thoroughly enjoyable.

ROMANCE OF THE THREE KINGDOMS II (JAP/US) 55%
Koei, 8 Mbit + BB
1 to 12 players, strategy
Loads of interlocking ancient Chinese kingdoms make alliances, split up, then make other alliances, lots of people get killed, and we can't make sense of any of it. The US version reveals a simple game under all the maps and text-boxes, but still not recommended.

RPM RACING (JAP/US) 58%
Interplay, 4 Mbit + BB
1 or 2 players, driving
RPM stands for Radical Psycho Machines – ridiculous trucks with big tyres that fascinate Americans. The scrolling's rough, you need clairvoyant powers to anticipate corners, and it uses flickery interlace graphics to no obvious effect. But good fun.

RUN SABER (US) 59%
Atlus, 8 Mbit
1 or 2 players, platform, SP10

A few pretty backdrops don't save this failed *Strider* wannabe.

RUSHING BEAT RUN (JAP) 60%
Jaleco, 12 Mbit
1 or 2 players, beat-'em-up, SP5
The original *Rival Turf*, although fine as beat-'em-ups go, was never brilliant, exactly. And this sequel isn't much better. The graphics aren't bad, but it's very repetitive and too easy to finish.

SD DODGEBALL (JAP) 42%
Banpresto, 8 Mbit + BB
1 or 2 players, sport
Based on an imaginary sport which involves knocking out the opposing team with the ball, this is one of a series of Dodgeball games (*Fire Dodgeball*'s another), and the worst.

SD GREAT BATTLE (JAP) 38%
Banpresto, 6 Mbit
1 player, shoot-'em-up
Japan's popular Super Deformer series has spawned a lot of Super Famicom spin-off games, and they sell, no matter how bad they are! This was the first of the genre, and isn't great, being a crusty arcade adventure with tedious gameplay.

SD GREAT BATTLE III (JAP) 63%
Banpresto, 8 Mbit
1 or 2 players, beat-'em-up, SP9
Cute characters and nice graphics, but it lacks variety and depth of gameplay.

SD GUNDAM (JAP) ?%
Bandai, 8 Mbit + BB
1 player, RPG
This game stars a 'Super Deformed' version of *Gundam*, the most popular 'mecha' robot character in Japan. The format is traditional Jap RPG, but the crappy graphics, sound and Jap text make it unplayable. Impossible to judge.

SEPTENTRION (JAP) 90%
Human, 8 Mbit
1 player, platform, SP10
A very original and atmospheric *Poseidon Adventure*-style disaster game. If you can work around the heavy use of Japanese text it'll last you ages.

SHADOWRUN (UK) 85%
Data East, 8 Mbit
1 player, RPG, SP10
A brilliantly-presented, scrupulously-designed adventure game, packed with puzzles and simply oozing atmosphere.

SHANGHAI 2 (US) 58%
Alternative name: Super Shanghai (JAP)
Activision, 8 Mbit
1 or 2 players, puzzle, SP9
A very simple puzzle game – based on the ancient Chinese classic – that becomes strangely more-ish.

SIM ANT (JAP) ?%
Imagineer
1 player 8 Mbit
An ant simulator. In Japanese. That says it all really. Impossible to judge.

SIM CITY (JAP/US/UK) 84%
Maxis/Nintendo, 4 Mbit + BB
1 player, strategy, SP1
Build the city of your dreams... then bring it to its knees! The SNES version of this all-time great is probably the best yet (more user-friendly) but it doesn't push the SNES to its limits.

SIM EARTH (JAP/US) 34%
Imagineer, 6 Mbit + BB
1 player, strategy, SP9
A follow-on from *Sim City* that tries to bite off more than it can chew. You're basically put in charge of the entire planet. It manages to be both a good simulation and a very tedious game.

SKÜLJAGGER (US) 58%
American Softworks, 8 Mbit
1 player, platform, SP4
A lacklustre piratic game that's very easy and won't take you long to finish. With some weird bubble gum bits.

SOLSTICE II: EQUINOX (US/UK) 90%
Sony Imagesoft, 8 Mbit + BB
1 player, platform, SP8
Polished and addictive isometric arcade adventure, with brill graphics and fab sound. Highly recommended.

SONIC BLAST MAN (JAP/US) 69%
Taito, 8 Mbit
1 player, beat-'em-up, SP2
A scrolling beat-'em-up with a nifty central character – a superhero with a deadly line in punches. It's a beat-'em-up, though, and so gets pretty dull.

SOUL BLAZER (US) 89%
Alternative title: Soul Blader (JAP)
Enix, 8 Mbit + BB
1 player, RPG, SP2
Slick, graphically gorgeous and not unlike *Zelda* (ie an RPG, Japanese-style). Avoid *Soul Blader*, the Japanese version (unless you're Japanese, that is).

SPACE FOOTBALL (US) 52%
Alternative name: Super Linearball (JAP)
Triffix, 4 Mbit
1 player, sport
If you've played *Ballblazer* on the Commodore 64 before, that's the closest to this – football, played between two 'things' on a fast, 3D scrolling pitch. Lots of thrills in the short-term, but it isn't enough to justify spending this much on a game.

SPANKY'S QUEST (JAP/US) 58%
Natsume, 4 Mbit
1 or 2 players, platform
A monkey called Spanky? Bouncing bubbles? You just wander round lots of similar-looking screens, killing baddies (with bubbles) and collecting keys. Crap.

SPIDERMAN & THE X-MEN (US/UK) 72%
Acclaim, 8 Mbit
1 player, platform, SP3
A multi-character platform romp that loses its appeal fast. Unattractive graphics are only saved by imaginative music. Fun for a bit, but somehow it looks dated already.

SPINDIZZY WORLDS (JAP/US/UK) 69%
Ascii, 8 Mbit
1 player, puzzle, SP2
Spindizzy's sparkle seems to have dulled since its heyday on the Spectrum, partly thanks to the game's shift of emphasis from exploration to puzzle solving. A neat little thing all the same.

STARFOX (JAP/US) 93%
Alternative name: Starwing (UK)
Nintendo, 8 Mbit
1 player, shoot-'em-up, SP7

What can we say? This is brilliant. It's the first game to use the new Super FX chip, it's got some of the most spectacular and well designed 3D bits ever, it's very smooth and fast – it's the bee's knees, basically.

STREET FIGHTER II (JAP/US/UK) 94%
Capcom, 16 Mbit
1 or 2 players, beat-'em-up, SP1
This is the game that's selling Super Nintendos by the bucket- load. It's 'streets' ahead of other beat-'em-ups, and a near-perfect conversion of the coin-op. A must-buy, though expensive on official release.

STRIKE GUNNER (JAP/US/UK) 65%
Athena, 8 Mbit
1 or 2 players, shoot-'em-up, SP3
An average vertical blaster, with poor and unvaried backdrops, but reasonable sprites and some nice explosions. A dull game that only works in two-player mode.

STRIKER (UK) 89%
Elite, 4 Mbit
1 or 2 players, sport, SP10

The best SNES football game so far, this comes equipped with easy-to-use controls and a nice replay mode. Completely brilliant.

SUMO SPIRITS (JAP) 47%
Takara, 8 Mbit
1 or 2 players, sport, SP9
The most realistic, and so best, of the two sumo games we've reviewed. It's all a bit limited though.

SUPER ADVENTURE ISLAND (JAP/US/UK) 75%
Hudson Soft, 8 Mbit
1 player, platform, SP2
Simplistic, *Wonderboy*-style gameplay in this third instalment of the series made popular on the NES. Aside from the ugly Master Higgins, the bright backgrounds and impressive Yuzo Koshiro dance tunes make this an attractive game. A bit confusing, but otherwise fab.

SUPER ALESTE (JAP/UK) 87%
Alternative name: Space Megaforce (US)
Toho/Compile, 8 Mbit
1 player, shoot-'em-up, SP3
Evidence that the SNES can handle a mad *Gunhed*-style shooter with ease. Fab sprite handling (Mode 7) and no slow-down mean it's more a technical feat than that well-designed, and it's a bit weapon-mad. An excellent buy anyway.

SUPER BASEBALL SIMULATOR 1,000 (JAP/US) 49%
Culture Brain, 4 Mbit
1 or 2 players, sport, SP2
A middling baseball game. The pitching and batting are good, but the fielders are uncooperative and the graphics poor, with pointless Mode 7 whizzing about. The music's good, though.

SUPER BASES LOADED (US) 55%
Alternative name: Super Professional Baseball (JAP)
Jaleco, 8 Mbit
1 or 2 players, sport, SP2
This works okay, but it's just as limited in scope as other baseball games on the SNES, and the graphics are jerky.

SUPER BASES LOADED II (US) 63%
Alternative name: Super Professional Baseball II (JAP)
Jaleco, 8 Mbit
1 or 2 players, sport, SP2
Extraordinarily and uncannily similar to *Super Bases Loaded I*. (See above.)

SUPER BATTER UP (US) 53%
Namco, 8 Mbit
1 or 2 players, sport, SP6
A difficult-to-control baseball game, with garish graphics and poor animation. There lots of better ones out there.

SUPER BATTLETANK (JAP/US/UK) 50%
Absolute, 4 Mbit
1 player, shoot-'em-up
The prehistoric *Battle Zone* coin-op gets a new lease of life in this Gulf War tank game. This looks livelier than the wire-frame graphics of the original, and it has some good explosions and exciting link sequences, but, frankly, it's still boring.

SUPER BIKURI MAN (JAP) 18%
Interbec, 8 Mbit
1 or 2 players, beat-'em-up, SP7
This is far too easy to finish. Possibly

the second worst beat-'em-up ever (after *PitFighter*).

SUPER BIRDIE RUSH (JAP) 76%
Data East, 8 Mbit + BB
1 or 2 players, sport, SP3
A cute cartoony-looking golf game with nicely drawn fairways and greens. However, ultimately, this isn't as playable as *Hole-in-One*.

SUPER BLACK BASS (JAP) 42%
Hot B, 8 Mbit
1 player, sport, SP10

Er... do you *really* want to pretend you're fishing on your SNES?

SUPER BOMBERMAN (JAP) 92%
Hudson Soft, 4 Mbit
1 to 4 players, action, SP9
A brilliant, completely manic, maze-based cat-and-mouse game. With bombs in it. Taking full advantage of the new Super Multitap adaptor, it's unbeatable fun with four players. We're addicted.

SUPER BOWLING (JAP/US) 48%
Athena, 4 Mbit
1 or 2 players, sport, SP1
There isn't enough to bowling to fill out a whole game. This one pads itself out with neat graphical interludes etc, but the real thing's so much more fun.

SUPER CASTLEVANIA IV (JAP/US/UK) 91%
Konami, 8 Mbit
1 player, platform, SP1
A huge, sprawling sequel to the NES games. After a dull start this turns into one of the best platform games ever. More action is needed, but superb parallax and incredible sound-tracks generate an atmosphere that's appreciated by serious gamers.

SUPER CHINESE WORLD (JAP) ?%
Culture Brain, 8 Mbit
1 player, action/RPG
A sequel to the popular 8-bit Famicom *Little Ninja Bros*. The overhead view-point changes at regular intervals for combat. Cutish but rather basic, with loads of Jap text. Impossible to judge.

SUPER CONFLICT (US) 49%
Vic Tokai, 8 Mbit
1 or 2 players, wargame, SP9
A sad, outdated hex-based wargame that gets boring very fast.

SUPER CUP SOCCER (JAP) 69%
Alternative name: Goal (US)
Jaleco, 8 Mbit
1 or 2 players, sport
A rival to *Super Soccer*? Not really. This takes a side-on, jerkily scrolling view-point and isn't going to impress anyone. That's a shame, because it goes into lots of detail – moves and rules-wise – and there are some nice graphical touches.

SUPER DOUBLE DRAGON (JAP/US) 68%
Technos, 8 Mbit
1 or 2 players, beat-'em-up, SP3
A wide variety of moves, and some very satisfying thumping-and-kicking-about-type action, inject a bit of life into a deceptively crappy looking beat-'em-up. Enjoyable, but a bit easy and rather '8-bit' all round.

SUPER DUNKSTAR (JAP) 55%
Sammy, 8 Mbit
1 or 2 players, sport, SP9
This one plays basketball okay, but has primitive graphics and very few options. One to avoid.

SUPER EDF (JAP/US) 68%
Jaleco, 8 Mbit
1 player, shoot-'em-up
A pretty, horizontally scrolling effort, but with some boring and unchallenging gameplay. Similar to the coin-op it's based on, *EDF* has some well-drawn backdrops and sprites. But the music is bland, and slow-down spoils the action.

SUPER F1 CIRCUS (JAP) 74%
Nichibutsu, 8 Mbit + BB
1 player, driving, SP1
This looks ordinary, but is one of the few overhead-view racing games that works. Fast, with a good 'driving feel' and plenty of options to cater for the long-term player. Recommended.

SUPER F1 CIRCUS (JAP) 74%
Nichibutsu, 8 Mbit + BB
1 player, driving
Limited edition. As above, but with real Grand Prix names.

SUPER F1 GRAND PRIX (JAP) 44%
Video System Co, 8 Mbit + BB
1 player, driving
Nothing to do with the Amiga *F1 Grand Prix*, this is like *Battle Grand Prix*, without the split-screen two-player mode. You see more of the track on-screen, and more warning of corners, but not much.

SUPER F1 HERO (JAP) 49%
Varie, 8 Mbit
1 player, driving, SP8
An appalling F1 driving game – *Nigel Mansell's* so much better.

SUPER FIRE PRO WRESTLING (JAP) 56%
Human, 8 Mbit
1 or 2 players, sport
Not as smart-looking as *WWF*, but a more challenging game (the 20 wrestlers all behave differently, for a start). But in one-player mode it's impossible to beat the computer. Okay, if you can live with the dull visuals and haul in a friend.

SUPER FIRE PRO WRESTLING 2 (JAP) 72%
Human, 8 Mbit
1 to 4 players, sport, SP7
This has lots of Japanese text, laughable graphics and is completely crap as a one-player game, but it's great fun to play with four players using the Super Multitap adaptor, despite slow-down.

SUPER GHOULS 'N' GHOSTS (JAP/US/UK) 85%
Capcom, 8 Mbit
1 player, platform, SP2
A sequel, unique to the SNES. Some brill graphics (loads of slow-down) and nice tunes, but it's tough – and, as it lacks battery back-up or passwords, it can be frustrating. Well made, but difficult.

SUPER JAMES POND (US/UK) 79%
Ocean, 8 Mbit
1 player, platform, SP8

Ex-Amiga hit that's lost little in translation, though it's far too juddery. Still, with loads of levels and difficult bits, this'll keep you amused for ages.

SUPER MARIO KART (JAP/US/UK) 93%
Nintendo, 4 Mbit + BB
1 or 2 players, driving, SP1
The best driving game, and the best two-player game ever. It's perfect. Four fab games in one: There's the Grand Prix, the Time Trial, the two-player Head to Head, and the amazing balloon game.

SUPER MARIO WORLD (JAP/US/UK) 94%
Nintendo, 4 Mbit + BB
1 player, platform, SP2
On the downside, the backgrounds are repetitive, but this is a gameplayer's dream – you'll spend weeks deciphering it. This remains (along with *Zelda*) Nintendo's flagship game.

SUPER NBA BASKETBALL (JAP/US/UK) 86%
Tecmo, 8 Mbit
1 or 2 players, sport, SP4
While *Super Basketball/Super Dunkshot* is the basketball game to go for if you want to wow your friends, this is more playable, accurate and comprehensive.

SUPER NINJA (JAP) ?%
Koei, 12 Mbit + BB
1 player, RPG
You'd never know this was 12 meg – it has the flat colours, simple graphics and laughable animation of an early NES game. It uses the same overhead view as *Zelda* et al, but being Japanese is impossible to play. Impossible to judge.

SUPER OFF ROAD (JAP/US/UK) 63%
Trade West, 4 Mbit
1 or 2 players, driving
Another overhead-view driving game, but we can see the whole track for once (phew). We're racing monster trucks with a 3D(ish) perspective. The trucks look great bouncing about, and, short-term, it's good fun. And great music.

SUPER PANG (JAP) 72%
Alternative name: Super Buster Bros (US)
Capcom, 4 Mbit
1 player, shoot-'em-up, SP1
The arcade original was a fantastic game, but one that allowed two people to pop bubbles at once. This is a good conversion, with smart graphics and plenty of speed, but unfortunately only one can play, and that gets boring.

SUPER PARODIUS (UK) 86%
Alternative name: Parodius (JAP)
Konami, 8 Mbit
1 player, shoot-'em-up
A fab conversion of the coin-op, that ranks as the best of Konami's recent string of classics. Superbly colourful sprites, a hilarious sense of the bizarre, and excellent music are the icing on the cake. Enjoyable (though a little easy).

SUPER PLAY ACTION FOOTBALL (US) 71%
Nintendo, 4 Mbit + BB
1 or 2 players, sport, SP2
A faithful implementation of American football that'll please fans, but not the *John Madden*-basher we've been waiting for. Not a patch on *Madden '93*...

SUPER PROBOTECTOR (UK) 90%
Alternative names: Contra III (US)/Contra Spirits (JAP)
Konami, 8 Mbit
1 or 2 players, shoot-'em-up, SP2
The best platform blaster around so far. Superb use of Mode 7 and great sound put this in the super league. Brilliant two-player action makes it unmissable.

SUPER R-TYPE (JAP/US/UK) 72%
Irem, 8 Mbit
1 player, shoot-'em-up, SP1
Beautifully designed baddies, and some fab graphics, make this one of the best-looking shooters. Not perfect, thanks to jerky scrolling, awful slow-down and no restart points. It also lacks the best bits of the coin-op – *R-Type II* (not the original game) – on which it's based.

SUPER SMASH TV (JAP/US/UK) 84%
Acclaim, 4 Mbit
1 or 2 players, shoot-'em-up, SP1
A translation of the ultra-violent coin-op, this is incredibly good short-term fun. No slow-down, lots of tough bits and hugely addictive – you'll keep coming back to it. Recommended.

SUPER SOCCER (US/UK) 83%
Alternative name: Super Formation Soccer (JAP)
Human/Nintendo, 4 Mbit
1 or 2 players, sport, SP1
Super Soccer might have handed over its 'Best UK Football Game' crown to *Striker*, but it's still a reasonably enjoyable game with jolly impressive 3D graphics. It's full of annoying flaws, though, and once you've played *Striker* you won't willingly return.

SUPER STAR WARS (JAP/US) 89%
JVC, 8 Mbit
1 player, shoot-'em-up/platform, SP4
The music is the first thing that hits you – a perfect rendition of all the best tunes from the film – followed by the fantastic *Star Wars*y feel that pervades the whole thing. If you loved the film, you'll love this. (Oh, and it's fun to play, too.)

SUPER SUMO (JAP) 44%
Namcot, 8 Mbit
1 or 2 players, sport, SP9
Nice comedy graphics and decent gameplay (as far as it goes), but *Sumo Spirits* is the better game.

SUPER SWIV (JAP/UK) 82%
Alternative name: Firepower 2000 (US)
The Sales Curve, 8 Mbit
1 or 2 players, shoot-'em-up, SP6
A slick and playable two-player shoot-'em-up, with great graphics, and interesting controls. Good fun, if a little boring in the long run.

SUPER TENNIS (JAP/US/UK) 92%
Tonkin House, 4 Mbit
1 or 2 players, sport, SP1
This is one of the best tennis games on any machine (only rivalled by two fab games on the PC Engine). The range of shots is amazing. It's not all bashing a ball about, either – there's a comprehensive line-up of tournaments and things to enter, too.

SUPER TETRIS 2 + BOMBLISS (JAP) 83%
Bullet-Proof Software, 8 Mbit + BB
1 or 2 players, puzzle, SP5
Tetris is probably the best puzzle game ever, but doesn't always convert well to different formats. No worries with the SNES version, though, which boasts lots of extra bits (like *Bombliss*) in addition to a solid rendition of the original game.

SUPER TOM & JERRY (US) 42%
High-Tech Expressions, 4 Mbit
1 player, platform, SP8
A poor excuse for a platform game, plagued by slow-down and with little to do with the cartoon. Crap.

SUPER TURRICAN (US) 80%
Seika, 4 Mbit
1 player, shoot-'em-up, SP10

A sort of 'remix' of the original Amiga *Turrican* games, this is fast and smooth, with some slick graphics and smart sound. Remarkable for 4 Mbit really.

SUPER VALIS IV (JAP/US) 52%
Telenet, 8 Mbit
1 player, platform
A conversion of the PC Engine CD ROM game, featuring the exploits of lots of Japanese girlies but no excitement. It's too contrived, boring and linear to live.

SUPER VOLLEY II (JAP) 82%
Video System, 8 Mbit
1 or 2 players, sport, SP5
Weird-looking, with a determinedly 2D perspective. But a wealth of 'special moves', and the fact that's it's a coin-op conversion, make a game that's fab fun to play – especially with two players.

SUPER WAGAN ISLAND (JAP) ?%
Namcot, 8 Mbit
1 player, platform
Funny, with cute graphics and likeable characters, this is a semi-arcade, semi-text-based adventure for the younger player – we got a fair way into it without understanding what was going on. (It's all in Japanese!) Impossible to judge.

SUPER WWF (JAP/US/UK) 74%
Acclaim, 8 Mbit
1 or 2 players, sport, SP1
Great graphics, and fun to play – short-term. But, all the wrestlers behave the same! And there's no tournament system like on other versions, either – you win or lose a fight and that's it.

SUZUKI AGURI F1 (JAP) 72%
LOZC, 8 Mbit
1 or 2 players, driving, SP5
Fast, 3D Mode 7 courses *and* tunnels and bridges? Well presented, but no warning of corners. However, the split-screen two-player mode is a bonus. The UK release will follow under the name *Suzuki F1*. (Perhaps.)

SYO THE SEAL (JAP) 79%
Takara, 8 Mbit
1 player, platform, SP8
Out cutes the cutest game you can think of. We haven't stopped going 'aww.'

SYVALION (JAP/UK) 46%
JVC, 8 Mbit
1 player, shoot-'em-up, SP5
An odd maze-based scrolling shoot-'em-up where you guide a dragon down baddy-infested passages. It looks tacky but is actually quite good. Not much of a challenge, though.

TAZ-MANIA (US/UK) 54%
THQ, 8 Mbit
1 player, 'running game!', SP9
The only 'running game' on the SNES (like a driving game, but you're on foot!), with a brilliant scrolling road, but very little gameplay.

TERMINATOR (US/UK) 59%
Mindscape, 8 Mbit
1 player, shoot-'em-up, SP7
Average film-based shoot-'em-up that copes with the film side OK, but fails to make much of the game. Dark graphics, but, admittedly, a great soundtrack.

TEST DRIVE II: THE DUEL (US/UK) 58%
Accolade, 8 Mbit
1 player, driving, SP6
A fairy good conversion of the PC original to Super NES, but it's difficult to control so you tend to crash all the time. Very unexciting driving feel too.

THUNDER SPIRITS (JAP/US) 73%
Toshiba EMI, 8 Mbit
1 player, shoot-'em-up
A conversion of the well respected Mega Drive game *Thunderforce 3*, but it isn't as good on the SNES – slow-down spoils it! Everything else is very similar to the Mega Drive game – ie no effort has been made to use any of the special features that the SNES can offer – which results in rather a missed opportunity.

TINY TOONS (JAP/US/UK) 89%
Konami, 8 Mbit
1 player, platform, SP5
The ultimate in cartoon-style graphics, animation and sound, with bags of variety and challenge. It's in danger of being *too* cute, but it's impossible not to love it.

TKO BOXING (US) 38%
Alternative name: World Championship Boxing (JAP)
Sofel, 4 Mbit
1 or 2 players, sport
Boxing games are difficult to pull off, and this is the kind of thing that happens as a result. It's well presented, but the gameplay is really simplistic and gets boring fast. Steer well clear.

TOP GEAR (US/UK) 76%
Alternative name: Top Racer (JAP)
Kemco, 4 Mbit
1 or 2 players, driving, SP3
The screen is divided down the middle so two players can compete – it's dull as a one-player game. Developed by Gremlin, so fans of their *Lotus* games will be on familiar ground here. No smooth Mode 7 graphics or elaborate trackside detail, just lots of fast driving fun.

TOYS (US) 24%
Absolute, 8 Mbit
1 player, shoot-'em-up, SP9
Very sad and boring film conversion, with awful graphics.

TURTLES IV: TURTLES IN TIME (JAP/US/UK) 84%
Konami, 8 Mbit
1 or 2 players, beat-'em-up, SP2
A great beat-'em-up. Superb graphics, some clever characterisation, frantic gameplay, and loads of levels means plenty of fun. On the downside, it's repetitive, and is quick to finish.

2020 SUPER BASEBALL (JAP) 85%
K Amusement Leasing (KAC), 12 Mbit
1 or 2 players, sport, SP8
Baseball as it should be played (albeit by robots). A brilliant conversion of the top Neo Geo game.

ULTIMATE FOOTBALL (JAP) 51%
Sammy, 8 Mbit
1 or 2 players, sport
American football – what a crazy sport,

eh? Still, that needn't prevent *Ultimate Football* from being a decent game. But this is so limited in scope and technical merit that it's really only for footy fans.

ULTRAMAN (JAP/US/UK) 35%
Bandai, 8 Mbit
1 player, beat-'em-up
At first it's laughable: a ridiculous-looking giant superhero beating up monsters that look like people in rubber suits. But then you realise that's how it's meant to be. This is based on those dreadful Jap disaster movies you see on Channel 4. Laughable.

ULTRASEVEN (JAP) 45%
Bandai, 8 Mbit
1 or 2 players, beat-'em-up, SP9

Funny, but tacky, Godzilla-style beat-'em-up, packed with totally ridiculous space monsters.

UNCHARTED WATERS (JAP/US) 37%
Koei, 8 Mbit
1 player, strategy, SP7
A naval strategy game where you sail around a map, trading goods, expanding your fleet and fighting other ships. It won't last you long – as it's all so incredibly boring.

UN SQUADRON (US/UK) 91%
Alternative name: Area 88 (JAP)
Capcom, 8 Mbit
1 player, shoot-'em-up, SP1
Brilliantly designed pseudo-conversion of the coin-op, and one of the best games on the Super Nintendo. Although it does slow down in places, the action is still really exciting. Sonically average, but graphically superb, and a *Super Play* favourite.

USA ICE HOCKEY (JAP) 60%
Jaleco, 8 Mbit
1 or 2 players, sport, SP8
This one is graphically fine, but with far too much slow-down to play a decent game of ice hockey. Go for *NHLPA Hockey* instead.

USHIO AND TORA (JAP) 35%
Yutaka, 8 Mbit
1 player, action, SP7
A very poor scrolling cut-'em-up, where you only have two moves and infinite continues. Adds nothing to the genre.

VOLLEYBALL TWIN (JAP) 76%
Tonkin House, 8 Mbit
1 or 2 players, sport, SP4
Volleyball from the people who brought us *Super Tennis*. The slow scrolling tends to knacker your chances of receiving the ball from time to time, but otherwise it plays pretty solidly (and the Beach Volley is something else).

WAIALAE COUNTRY CLUB (JAP/US) 82%
T & E Soft, 8 Mbit + BB
1 to 4 players, sport
The second of three golf games all using the same programming and graphics (the other two being *Augusta Golf* and *Pebble Beach*), but all representing different courses. Accurately depicted and probably the best golf series on the Super NES by far.

WARPSPEED (US/UK) 32%
Accolade, 8 Mbit
1 player, shoot-'em-up, SP7
Very dated and very crudely presented space shoot-'em-up in the *Wing Commander* mould. When you've got the brilliant *Starfox* to choose instead, there's just no comparison.

WAYNE'S WORLD (UK) 26%
THQ, 8 Mbit
1 player, platform, SP9
'Not worthy, not worthy' – and we'd agree. Funny graphics, awful game.

WHEEL OF FORTUNE (US) 19%
Gametek, 4 Mbit
1 to 2 players, quiz, SP2
A tedious quiz-show conversion. A guest appearance by Vanna White is perhaps the only reason we actually bothered to give it a mark at all.

WING COMMANDER (US) 60%
Mindscape, 8 Mbit
1 player, shoot-'em-up, SP5

A big 3D spaceship sim/shoot-'em-up-type thing. Overrated in its original PC form, and a less-than-sparkling Super Nintendo conversion doesn't help matters. But, having said that, it's not actually *bad*.

WINGS II (US) 71%
Alternative names: Sky Mission (JAP), Blazing Skies (UK)
Namco, 4 Mbit
1 player, shoot-'em-up/simulation, SP2
Not quite as impressive as the screenshots (see *Super Play* issue 2) make it out to be, but this is still an attractive and atmospheric World War I game. It's also the only existing Super Nintendo flight sim where you can actually shoot things

WORDTRIS (US) 40%
Spectrum Holobyte, 4 Mbit
1 or 2 players, puzzle, SP6
A *Tetris*-based puzzle game, with some potential. However, assorted glaring faults (chiefly that it gives you absolutely no time to think, resulting in far too great an element of luck) make it one to avoid.

WORLD CLASS RUGBY (JAP/UK) 74%
Imagineer, 4 Mbit
1 or 2 players, sport, SP6
The only rugby game on the SNES, and a good one at that. Imagine a polished *Kick Off* with odd-shaped balls and you're there.

WORLD LEAGUE BASKETBALL (UK) 84%
Alternative names: NCAA Basketball (US), Super Dunkshot (JAP)
HAL, 8 Mbit
1 or 2 players, sport, SP4
Famous for its 3D graphics – the pitch spins and zooms in and out impressively. It's got brill sound effects, and it plays great basketball. A bit confusing, but otherwise fab.

WWF ROYAL RUMBLE (UK) 79%
LJN/Acclaim, 16 mbit
1 or 2 players, sport, SP10

All your favourite WWF wrestlers in a game that had us crying with laughter. Badly flawed in one-player mode, but brilliant fun with two.

XAK (JAP) ?%
Sunsoft, 8 Mbit + BB
1 player, RPG
Another Japanese overhead-view RPG, with fairly basic graphics and lots of incomprehensible text.

XANDRA'S BIG ADVENTURE (JAP) 85%
Namcot, 8 Mbit
1 player, platform, SP1
An obscure platform game that ought to be better known, with a great central character. Controls are versatile and unusual and the game's really tough. A fair bit of Jap text spoils things, but if you're adventurous, it's great fun.

XARDION (JAP/US) 26%
Asmik, 8 Mbit + BB
1 player, shoot-'em-up/platform
From the makers of *D Force* comes another disaster! – an *E-SWAT* clone. You control a robot through different zones, each with a guardian. Sounds okay, but dreadful graphics, awful sonics, and pathetic gameplay and structure ruin it.

X-ZONE (US) 55%
Kemco, 4 Mbit
1 player, shoot-'em-up, SP6
Nice bit of kit, that Super Scope – shame about the games. This has the dubious distinction of being the best so far, but it still ain't saying much. Oh dear.

YS III (JAP/US) 72%
Tonkin House, 8 Mbit + BB
1 player, RPG
Not as good as the prequel (*YS Books 1 & 2*) on the PC-Engine CD ROM, but this is still a top quality RPG. Instead of an over-view of the landscape, you get a scrolling side-on perspective. And though it's not as big as the first two games, it's great fun.

ZAN II (JAP) ?%
Wolf Team, 8 Mbit + BB
1 player, strategy
A pretty full-screen map view – and plenty of territory to conquer, but working out what else it boasts proves difficult. Another unintelligible-to-Brits war game. Impossible to judge.

ZELDA: A LINK TO THE PAST (JAP/US/UK) 93%
Nintendo, 8 Mbit + BB
1 player, RPG, SP2
A brilliantly designed and implemented adventure that puts similar games to shame, in the same way as *Super Mario World* dominates the platform world. This is, of course, fab, though *Zelda* addicts may complain it's not quite as long and drawn out as previous games.

Don't forget, if a game's not in What Cart?, then write and tell us. Send the details with a short review to: *Super Play*, 30 Monmouth Street, Bath BA1 2BW.

SUPER PLAY CLASSIC

Continuing a series of closer looks at old back catalogue classics that still hold their own against the best games being released today, we get round to Capcom's seminal horizontally scrolling shoot-'em-up...

UN SQUADRON

No. 2

Considering how long ago it was released, and how many great blasters have been seen on the SNES since then, it's remarkable that *UN Squadron* still holds this much appeal. But it does, and the reasons why become obvious when you start to play.

For a start, the game – based on a very popular Japanese anime/manga series – comes with

an intriguing back story, which adds depth to the action. You play one of three pilots forced into fighting in a near-future war zone, and nice anime-style pictures of our heroes and their machines crop up throughout the game. Then there's the structure, which, after the first level, allows you a choice of second and subsequent levels – if you can't do one, try the other instead, and you may find you have a better chance of progressing through the game. The choice of planes (three) and, particularly, add-on weapons adds depth too. This game still has one of the most useful shop sequences ever.

What really makes *UN Squadron*, however, is the action, which looks great (just check out those gorgeous parallax clouds!), feels better, and – though suffering from slow-down to some degree – is remarkably smooth and polished for an early title. Small sprites – though perhaps, initially, a little disappointing – mean you've got plenty of room to move around the screen, while the controls do exactly what you expect them to. Collision detection is spot on too. Indeed, though there have been more spectacular shoot-'em-ups since (*Super Aleste*, *Axelay*, *Parodius* and so on), there are few that play better. We suggest that anyone who doesn't already have it should pick up a copy now.

US/Jap/UK Release

Game: UN Squadron
Alternative name: Area 88 (Japan)
Publisher: Capcom
Released: 1991 (Japan/US)/ October 1992 (UK)
Players: 1
Cart ROM: 8 Mbit

OVERALL SCORE: 91%

SUPER MARKET

Don't pay for YOUR ADS 'cos they're free!

Fed up with playing the same old game? Want to tell everyone about your fanzine? Like to buy a new machine? Then just browse through these pages to find yourself a bargain.

HARDWARE FOR SALE

● For sale, Mega Drive, two joypads, one adaptor, 10 games (inc *Sonic 2*, *Alien*³), sell for £300 ono. Tel: David (0204) 373655.

● Boxed telescope. Tasco, 525x60, with original instruction manuals, plus solar and moon maps. £95. Tel: (081) 368 7486.

● Amiga 500 with 1 Meg, loads of games, pristine condition. Plus brand new printer with word processor, worth over £1,000, sell for £385. Tel: William (0223) 67912.

● Game Gear, mains adaptor, magnifier, Master System convertor, five games. Worth £260, accept £130, or swap for SNES and games. Tel: Ian (0642) 312603.

● Turbo Grafix 16 (US PC Engine) with free game, SCART, brand new, £80. US/Jap adaptor, £10. Plus other US/Jap games. Tel: Mike (0835) 74261.

● Two adaptors for sale, £7 each. Also issue 3 of *Super Play* (in wrapper), £5; SNES SCART lead, £7. Mega Drive SCART lead, £6. Tel: Tim (0502) 581875.

● Super NES, four top games, all boxed. Only four months old, £150. Tel: (0592) 781531.

● US SCART 60Hz Super Nintendo, two joypads and *Mario World*, brand new. Cost £160, will accept £120 including next day carrier delivery! Tel: Phil (0709) 364494 daytime, or (0246) 570614, after 5.30pm.

● Atari Lynx with seven games. Will sell for £10. Offers considered. Tel: Glen (0920) 467928.

● Amiga 500 1 Meg, 30 original games, three joysticks etc. Bargain at £230. Also Hot Shot, two radio controlled cars, £80. Tel: Mark (021) 7058891, after 5pm.

● Super Famicom with *Zelda III* and *Super Aleste*, PAL booster, two joypads. Sell for £125. Tel: Kelvin (051) 604 1895, evenings.

● Amiga 500, for sale, vgc. Boxed as new, with 1 Meg RAM, mouse, lots of games and DTP software, £280 ono. Tel: (0454) 326559.

● UK SNES with eight games, including *SM Kart*, *Tiny Toons*, *Zelda* and *Super Tennis*, excellent condition, £275. Tel: Martin (0463) 237919.

● US SCART SNES, two joypads and leads etc, nine games, including *Street Fighter II*, *Starfox*, *Star Wars*, Action Replay and JB King joystick, all boxed, £480 ono. Tel: Kaloon (081) 5086680.

● MGH and Pro Fighter for sale, for SNES and Mega Drive. Tel: Mark (0642) 226708.

● SNES, good condition, four games, including *Street Fighter II*, *Probotector* and *UN Squadron*. Two joypads, carry case, £250 all. Tel: Robin (091) 887 6760.

● SNES, UK, fully boxed and guaranteed, with *Street Fighter II* and *Super Probotector*. £130 ono. Tel: Dan (0364) 42464.

● Atari Lynx 2, with adaptor and four games: *Toki*, *Ninja Gaiden*, *Viking Child*, *Shadow Of The Beast*, boxed as new, £100. Tel: (0934) 712 502, after 6.30pm.

● Amiga CDTV for sale, works all A500/600 games. £150 worth of games, built in CD ROM drive (plays music CDs, CDTV disk, inc mag demos), all leads and manuals. £350 ono (that's half price!). Tel: (091) 386 4320.

● SNES UK and one Turbo Pad, plus games like *Mario Kart* (UK), Jap adaptor, ex cond Offers welcome. Tel: Edward (0480) 890 848, after 6 pm, Mon to Sat, Sunday 5pm.

● SNES for sale, two controllers, Action Replay, *Axelay*, *Phallanx*, *Ranma 1/2 Part Two*, *Mickey Mouse*, *Road Runner*, *Super Tennis*, *Street Fighter II*. Tel: (0638) 669754, evenings.

● Game Boy for sale, with *Tetris*, *Super Mario Land* and ac adaptor. Excellent cond. All for £80. Tel: (081) 464 7163, after 6pm.

● Game Gear for sale, with two games, adaptor and convertor. Yours for £130. Tel: Em (0239) 613064.

● For sale: an NES with six games. £170. Tel: (0474) 321567.

● Game Gear for sale, five games including *Sonic 2*, *Super Kick Off*, also rechargeable battery pack, Master Gear and mains adaptor, £130. Tel: (081) 561 2804, after 5pm.

● Game Gear, ac adaptor, rechargeable power pack, magnifier bay and seven top games, excellent condition. All boxed, £210. Tel: Steve (0495) 214468, evenings.

● Super NES for sale, including *Street Fighter II*, *Mario Kart* and *Desert Strike*, two joypads, £180 ono. Tel: (0932) 242254.

● Amiga 500 with 1 Meg, new mouse, all manuals etc. Several games, inc *Monkey Island*, *Ultima 6*. Sell for £260. Tel: (0706) 815376.

● SNES and SNES games for sale. Must pay p+p for SNES console, please. Tel: Addam (0904) 410404, after 4pm.

● SNES for sale with two pads, carry case and six games. Only £300 ono. Tel: Sunil (0442) 213653.

● I will sell my SNES with *SFII*, *Mario V*, *Mario Kart*, two joypads, adaptor, for £180. Or swap for Amiga 500+ or 600. Tel: (0442) 215622.

● Datel Universal Adaptor for sale, £10, perfect cond (with instructions). Tel: Craig (0522) 753183.

● Game Boy and seven games plus Nuby hard carry case. Offers? Tel: (0705) 581600.

● Commodore 64 plus over 200 games (all boxed and all load perfectly). Three joysticks and hi-fi lead, £120 ono. Or swap for three SNES games. Tel: Paul (021) 4535898.

● SN Pro Pad for sale. Brand new, only £10 or will swap for normal Super Nintendo joypad. Also US *Joe & Mac* for only £20. Tel: (0268) 682560, after 5pm.

● Mega CD + Mega Drive and eight games, £300. PAL Neo Geo + four games £300. All items boxed. Tel: (0743) 241831.

● Super NES with four games for sale, excellent condition. Boxed. Only £160 ono. Tel: (0272) 37300.

● SNES for sale, one joypad, one stereo lead, *SFII* + *Pilotwings*. All boxed, worth £200 sell £120. Tel: (081) 574 1618, before 5pm.

● Bargain! UK SNES + pads (guaranteed) + 25 games (*Tiny Toons*, *Star Wars*, *D Dance* + more). Only £450. Tel: (081) 749 7962, between 4-6pm.

● ATARI STE for sale with 50 top games and 1 meg upgrade £150 or swap for a Mega Drive in mint condition. Collect only (Hertfordshire). Tel: (0462) 452799.

● SNES for sale (UK), two control pads, *Road Runner* and convertor. Boxed in excellent condition. Bargain for £150 (ono). Tel: Dinesh (021) 554 2715.

● Game Gear with mains adaptor, *Sonic 1* and *Sonic 2*. Almost brand new, worth £757, selling for £100. Tel: (0477) 535502.

● NES with seven games including *Super Mario Brothers 123* and *WWF* with two joypads and zapper for £120. Excellent condition. Tel: (081) 397 0017.

● JAP Super Famicom, PAL, two joypads, US convertor (runs *Starfox*) and two games: *Busby* and *Cybernator*. £150. Tel: Julian (0932) 866970.

● Atari, 1 meg STE. Loads of games and mags, three joysticks, two disk boxes. Everything for £200 ono. Tel: (0532) 606497.

● Mega Drive with 14 games, two joypads and a Jap convertor. All boxed. English model worth over £650, sell for £225. Tel: Tyrone (021) 7042552.

● Mega Drive for sale, 13 games, two joypads. Good condition, worth £500 + sell for £250. A bargain. Tel: (0543) 491746.

● UK SNES + two joypads, *Super Mario World*, *Super Mario Kart*, *Desert Strike*, *Sim City*, *Wing Commander*, and US/Jap adaptor. Also SNES magazines . Only £180. Tel: (081) 8598477.

GAMES FOR SALE

● Super NES games: *Contra 3* £25, *Top Gear* £29, *Bart's Nightmare* £29, *Blazing Skies* £20. Tel: Carl (0302) 867088.

● *Street Fighter II*, *Super Probotector* and *Mario V* for sale. £25 for *Mario & Probotector*, £30 for *Street Fighter II*. Tel: Morgan (0234) 751610.

● *NHLPA Hockey '93* (US version) unwanted gift, £35. Or may swap for other games. Tel: Jon (091) 2370027.

● SNES games: *Super Tennis* and *Zelda III*, £30 each ono. UK Game Gear games: *Chuck Rock* £25 ono, *Monaco GP* £19 ono. North London only. Tel: Alan (0992) 7000304.

● *Super Mario Kart*, UK, boxed £25. Tel: Marc (081) 647 8416.

● US *Joe & Mac* and US *Lemmings*, each for £35, or both for £60. Tel: Justin (061) 6205601, after 4.30pm.

● *Tiny Toons* (US) £35 and *Prince Of Persia* (Jap) £20. Would swap *Tiny Toons* for US *Starfox*. Tel: (0635) 48448.

● SNES UK *Bart's Nightmare* for sale, fully boxed, £25, or swap for *Turtles IV*. Tel: (081) 991 2294.

● *Axelay* (UK) £30, *SFII* (UK) £40. Brand new condition. Tel: Matt (0703) 777524.

● For PC Engine: *Gradius* £18. For Turbo Grafix-16: *Boxy Boy*, £10; *Turrican* £15. For SNES: *Prince Of Persia*, £28, *Super Tennis* (UK) £25, *Exhaust Heat* £28. Tel: Chris (081) 577 5939.

● *Street Fighter II*, US, hardly ever used, £37. Tel: Paul (0364) 43005.

● New *Street Fighter II*, £40, *Super Contra 3*, £30, *Super Adventure Island*, £30. All US versions, with free adaptor if all brought together. Tel: Dave (0905) 616139, evenings.

● *Super Mario World* (Jap), *Ghouls 'n' Ghosts* (Jap): £25 each. Or swap for *Pilotwings* UK/US, *Super Tennis* UK/US, *Super Basketball* UK/US, *Mario Paint*. Tel: Brian (051) 4860656.

● SNES games for sale: *Super Tennis* (UK) £25, *Super Mario Kart* (K) £30, or swap for any good games. Tel: Richard (0242) 675061.

● *Super Soccer Champ* (US) and *Rival Turf* (UK). £25 each, or both for £45. Tel: Chris (041) 9561502.

● Game Gear games: *Sonic 2*, *Super Kick Off*, *World Leaderboard* and *Ninja Gaiden*. Also Game Boy games: *Jordon vs Bird* and *Kong*. Tel: (081) 205 0236.

● I am selling *Turtles V* (Jap) for £30, excellent condition. Chris (0628) 666413.

● I want to sell my brilliant SNES with *Axelay*, Action Replay, *Street Fighter II* and Capcom joystick. Swap for Neo Geo. Tel: Nick (0705) 831096.

● For Jap Famicom: *Ghouls 'n' Ghosts*, *Castlevania II*, *Joe & Mac*, *Mario V*, *Parodius*, *Contra 3*, *Turtles V*, *Lemmings*, *R-Type*. For US SNES: *Axelay*, *Zelda III*. All £30 each. Tel: (0728) 830 845.

● SNES games: *Exhaust Heat* (Jap) £20, *Super R-Type* (UK) £25, *Super Wrestlemania* (UK) £25, *Turtles V* (US) £35. All in good condition, boxed with instructions. Tel: Chris (081) 340 9444.

● *Mario Paint*, US, complete (never used), with mouse for £35. Will not swap. Tel: (0846) 638601, after 4.30pm .

● *Ghouls 'n' Ghosts* (Jap) for £30. Also, a mint condition SN Pro Pad controller for £12. Tel: Michael (0392) 862443.

● Swap or sell *Super Mario Kart* and *Kick Off* (UK) for £25 and £20, or swap for *Tiny Toons* or *Star Wars*. Tel: (0227) 793570.

● Jap SNES: *Star Wars* for sale £45, or swap for *Starfox* and give you a tenner. Tel: Steven (081) 959 6962.

● SNES games: *Sim City* and *Zelda III*. Sell both for £55. Separate £30 each. Both games are US. Tel: (081) 397 0017. No time wasters!

● US *Mario World* £20, US *SFII* £35, or £50 both. Tel: Chris (0865) 300184.

● SNES *Sim City*, *Castlevania V*, *Super Mario World* for sale. Good condition, £30 each. Tel: (0924) 265945, after 6pm.

● *Street Fighter II* (US) for sale. Brand new. Offers. Tel: (0920) 822 097, weekdays after 7pm, and all weekend.

● US *Street Fighter II* in mint condition, hardly used, £40. Will send through post at no extra cost by recorded delivery. Tel: (0642) 597 017.

● *Actraiser* (US) on SNES, only £30, or I will consider a swap (esp *Equinox*, *Cosmo Gang*, *Mickey's*, *Street Fighter II*). Tel: Dave (0252) 782777.

● US SNES games for sale: *Contra 3*, *Actraiser* and more, for £28. Tel: (0922) 615208.

● *Street Fighter II*, only £35 ono. If you want it, Tel: Tim (0487) 812 606.

● *Smash TV* (UK) and *Mystical Ninja* (US) for sale, £23 each. Both in good condition with boxes. May swap. Tel: Dougal (0242) 233 717.

● *Irem Skins Golf* (US) £35, US *Pilotwings* £30. No offers! Also NES games for sale, cheap! Tel: (0262) 671434.

● *R-Type* (UK) £20, *WrestleMania* (UK) £20, Jap *Battle Blaze*, £25, Universal Adaptor, £10. All boxed and instructions. Tel: (0666) 822048.

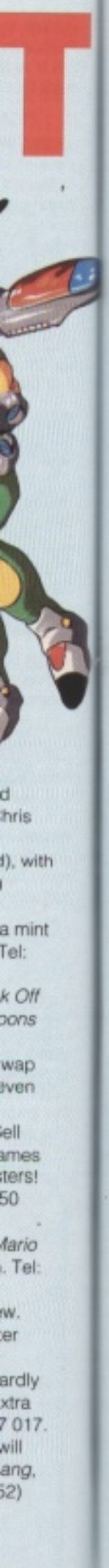
● *Mario Kart* (UK), *Bart's Nightmare* (US), *J C Tennis* (US), *Pebble Beach* (US). £25 each ono, or consider swap for decent game. Tel: David (0509) 235781.

● Nearly new UK SNES games for sale, all excellent cond (ie *UN Squadron* from £30). Tel: (0483) 768354, after 4pm.

● US SNES carts: *Star Wars* £35, *Mickey Mouse* £35, *SFII* £30, *UN Squadron* £25, *Sim City* £20, *Super Mario* £20. Will sell or swap. Tel: (0582) 769152, weekends only.

● *Sim City* (UK) £25 ono, and *Smash TV* (UK) £30 ono. Both under a month old, swaps considered. Tel: Sam (0933) 681441.

● Jap games: *Ghouls 'n' Ghosts* £25, *Top Racer* £25, *Hat Trick Hero* £25, *Exhaust Heat* £30, ex cond. Or swap for Jap/US *Mario V* or *Parodius*. Tel: (051) 259 4139, 5pm-10pm.



- NES games for sale: *Mario III*, *Techo World Wrestle*, *Punchout*, *Batman*, *Probotector* and *Gunsmoke*. All games £20. Tel: Andrew (021) 3533929, after 5pm.
- SNES Super Scope 6, hardly used, £40 wanted. Tel: (0823) 293282.
- SNES games, *Axelay* (UK) £20, *Darius Twin* (Jap) £15, all boxed with inst or £30 both. Tel: (0742) 448188, after 5pm.
- SNES games: *Street Fighter II* £36, *UN Squadron* £28, *Sim City* £25, *Joe & Mac* (US) £25. Tel: (0702) 528089.
- *F-Zero*, *Wrestlemania* £25, *UN Squadron* £30. All in immaculate cond. Tel: (0483) 768354.
- UK SNES: *Street Fighter II* £45, boxed with *SFII* music CD only two months old. I need the money! Tel: Dan on (0749) 830245.
- *Zelda III* (UK) and *Mario V* (UK): both £25 each, or swap for any other decent UK games. Tel: Simon (0844) 217912, after 4pm.
- *Mario Kart* (US) with 150cc saved on it, *Axelay* (Jap), *Turtles IV* (US): £30 each (all excellent cond).Tel: Matthew (0604) 843721, after 6pm.
- *Zelda*, *Mario Kart*, *Desert Strike*, *Parodius*, *Krusty's Fun House*. Tel: Chris (081) 5083809.
- *Lemmings* (UK) for sale, £30, or swap for *Super NBA Basketball* (I will give you £7 as well). Also *Super Soccer* £20. Tel: (0564) 782435 (answerphone).
- *Mickey's Magical Quest* £30, *Super Tennis* £25, *Mario Kart* £30, *Super Soccer* £20 (no box). Tel: (061) 2022249, after 4pm.
- *Zelda III* (UK), *Castlevania IV* (UK), *Super Tennis* (UK) and *Road Runner* (US) for sale. All excellent condition, boxed with instructions. £25 each or £80 for the lot. Tel: (0642) 823837.
- SNES games for sale: *WWF Super Wrestlemania* and *Krusty's Fun House*, £25. Tel: (0932) 344200.
- *Super Ghouls 'n' Ghosts* (UK), *Super Cup Soccer* (Jap) and *Super Double Dragon* (US): £15 each. Tel: (0763) 262472.
- *Actraiser* (US) £35, *Joe & Mac* (UK) £30, *Super Aleste* (US) £30, or swap for *Cosmo Gang* or *Street Fighter II*. Tel: Dave (0252) 782777, after 4pm.
- UK *Super Tennis* for sale, boxed with instructions, £25. Or swap for *PGA Tour Golf* or *Lemmings* (both UK). Tel: Simon (0425) 270791.
- Original ST, Amiga, CPC, C64 and Spectrum software for sale. Tel: (0935) 25974.
- SNES and Famicom games, brand new, never been used, eg *Axelay* £35, also Game Gear games. Tel: Raj (0322) 226293, after 4pm.
- *Mario V*! Now that I have got your attention, I have *Mickey's Magical Quest* £30, *Mario Kart* £30. Tel: Danny (081) 669 2545.
- Buy my *Axelay*! £25 (I know I must be mad!) Or swap for *Star Wars*, *Mickey Mouse*, *Tiny Toons* or any basketball game. Tel: Nick (0705) 831096.
- *Starfox* and *Zelda III* for sale. Both as new, perfect condition (US versions). £70, no offers. Tel: Frank (081) 208 1273.

MESSAGES AND EVENTS

- Anime music CDs for sale. *Macross The Complete* (three discs) £45. *Megazone 23* vocal collection. *Laputa Image Album* £15. Tel: Peter (071) 2266275.
- *Akira* video for sale. Mint condition with stickers, leaflets, etc. Tel: (061) 4855273, after 4pm.
- Super NES/Famicom games and accessories urgently required, generous prices guaranteed. Any condition. Tel: Kevin (081) 539 0385.
- Buy or swap my SNES games UK, JAP or US. Tel. David (0909) 481741.
- Issue 3 of *Super Play* for sale. Tel: (0234) 214858.

WANTED

- UK or US Super NES games wanted, plus Action Replay. Must have box and instructions, pay about £15 a game. Tel: (0902) 741915.
- *Super Play* issue 3. Will pay £10 in good nick. Also wanted carts: *Mickey Mouse*, *Star Wars*, *Batman Returns*, *Tiny Toons*. Pay £25. Tel: (0484) *689699*.
- Anime video's with English subtitles or dubbing, will pay up to £10 for each. Also *Mortal Kombat* comic wanted, will pay £5. Tel: Jamie Caple (0332) 677005.
- UK carts, ie *Final Fight*, *Turtles V*, *Super Star Wars*, *Pilotwings* and any other top title. Good prices paid. Tel: (0742) 488181.
- *SFII*, *Pilotwings* and *Super Tennis*. Will sell for £20-£25 each, or swap for *Zelda III*, *Wing Commander*, *Actraiser* for any two games. Tel: Chris (0225) 863553
- For sale: *Final Fight* (UK) will sell for £25, or swap for *Super Tennis* any version, or *Tiny Toons* any version. Tel: Stuart (0621) 741529.
- *Zelda III*, *Actraiser*, *Mystical Ninja*, Action Replay. Boxed with instructions. £25 each (UK or US). Tel: Fabian (081) 7590177, between 5-7pm.
- For SNES. Wanted *Super Probotector* (UK), *Mystical Ninja* (UK/US), *Desert Strike* (UK), *Super Tennis* (UK), *Actraiser* (UK), *Lemmings* (UK). Will pay or swap. Tel: (0726) 65490.
- Wanted SNES games (esp golf games) but I will consider any game. Also SNES games for sale/swap. Tel: (0262) 671434, after 6pm.
- Wanted any *Ranma 1/2* mags, parts 1 or 2, I'll pay good prices, and while I'm about it any anime videos, I'll pay up to £8. Tel: Lizz (0224) 867804.
- Wanted Issue 3 *Super Play* in A1 condition. Good price paid. Tel: Martin (061) 4344208.

FANZINES

- Free! Own a Spectrum? Think it's dead? Get this and think again. Just send blank tape and SAE. Tel: Gavin (0232) 779688, after 4pm.
- *Hot!* For SNES and Game Boy. Reviews, tips and lots more, all of the highest quality. 100% pure, utter brilliance, accept no imitation. Unbelievably good value.... 70p +30p p&p. Over 30 stuffed pages! Only £1. Tel: (051) 5261508 or (051) 5261401.

SWAPS

- I'll swap my Atari Lynx with *Blue Lightning* for almost any two SNES/Famicom games. Tel: Brian (031) 5529196.
- Games to swap!! Will swap for any good games. Costs £2 each game. Tel: (0484) 710396.
- Swap *Spiderman & The X-Men* for *Super Probotector* or *Desert Strike*. Tel: (0706) 223407, after 4.30pm.
- I have *Mario*, *Contra 3*, *Zelda III* to swap. I want *Axelay*, *Lemmings*, *Actraiser*, *Assault Suits Valken*. Any other decent games considered. Tel: (0533) 880889.
- Swap *WWF* for £30 or *Super Off Road* for *Super Soccer* or *Pilotwings*. Will consider any other games. (UK only). Tel: (0473) 831918.
- I will swap together *UN Squadron* (UK) and *Best Of The Best* (US) for either *Kikikaikai*, *Batman Returns* or *Legend Of The Mystical Ninja*. Tel: (0733) 54150.
- Does anyone want to swap these games? *Castlevania IV*, *Zelda III*, *Pilotwings*, Super Scope. Tel: (Manchester) 945 4443.
- *Zelda III* or *Castlevania IV* for your *Mario Kart*, *Addams Family* or any good games. Tel: Gavin (Basildon) 559485.
- Swap *IREM Skins Golf* (US) for *Axelay* (US). Must be mint condition. Tel: Andy (0444) 244030, after 6pm.
- My *Super Star Wars* (US) for your *Jimmy Connors* (UK), *Human Grand Prix*, *Cybernator* or *Bomberman '93*. Tel: Paul (0923) 820294.
- Swap *UN Squadron* (US) for *TMNT IV* (US), *Mario Kart* (US), or *Waialae Country Club* (US). Must be in excellent condition or sell for £15. Tel: (0932) 785444.
- I have *Turtles In Time* (UK) will swap for *NHLPA Hockey '93* (US or UK). Tel: Rob (0992) 710511.
- Will swap *Super Mario IV* or *Pilotwings* (not boxed) for an Action Replay cart. Tel: Steven (0536) 416237, after 6.30pm.
- Swap *Super R-Type* or *Waialae Golf* + adaptor or *Super Ghouls 'n' Ghosts*. All boxed. Will sell others. Offers. Tel: Steve (0708) 754743.
- I have *Pilotwings* (UK) and *Prince Of Persia* (US) to swap. Anything considered. No Jap games. Tel: Andy (081) 201 9195, after 6pm.
- Swap my UK *WWF Super Wrestlemania* or UK *Sim City*, both in excellent condition for either US *Soul Blazer* or UK/US *Push-Over*. Must be in excellent condition. Tel: (071) 615 4973.
- I will swap my *Krusty's* or *Castlemania IV* for *UN Squadron*, *Zelda III* or *Super SWIV*. Will consider anything else. Tel: Chris (Hull) 535315.
- I will swap *Jack Nicklaus Golf* for *PGA Golf Tour* or *Starfox*. Preferred area: Essex. Tel: Daniel (0708) 474203, after 5pm.
- *Prince Of Persia* (JAP) and *Krusty's Super Fun House* (US) with a convertor for any two games. Both games boxed. Good condition. Tel: James (081) 568 5712.
- I will swap my US *Desert Strike* for your *Ranma 1/2 Part Two*, or *Fatal Fury* (US). Tel: (Dublin) 921051.
- *SFII* and *Super Double Dragon*. Will swap for any good FRP games except *Zelda* or other games considered. Tel: (0580) 830107.
- Swap my *Mario Kart* (UK) for *Final Fight* (UK). Must have box! Will consider other SNES games. Tel: (0532) 730091.
- (UK) *Turtles IV* and (UK) *Pilotwings*. Swap for *Super Star Wars* or (US) *Contra 3*, or maybe Action Replay cart. Must be able to collect. Tel: (0582) 494045.
- I'm willing to swap *Final Fantasy Mystic Quest* (US), boxed with instructions, for any good SNES (JAP/US/UK) game. Tel: (071) 622 2049.
- Swap my *WWF* (UK), *Mario IV* (UK), *Castlevania IV* (UK) and *Smash TV* (UK) for any decent games. Tel: Mark (0274) 549919, after 4.30pm.
- Swap my *Dragon's Lair* for any one of the *Super Mario* games. Tel: (0924) 471097.
- Swap my (US) *Desert Strike* for (US) *Starfox* or *Super Mario Kart*. Must be boxed and include instructions. Tel: (081) 949 8947.
- I have *Actraiser* and *Zelda III* for SNES. Will swap for *Bulls vs Blazers*. Bath area preferred. Tel: Lee (0226) 423677.
- Swap your UK *Prince Of Persia* or *Desert Strike* for my UK *Zelda III*. Tel: (0229) 860284, after 6pm.
- Will swap *Super Probotector* (UK) or *Super R-Type* (Jap) for *Axelay* (UK/US) or *Turtles IV* (UK/US). Tel: (0582) 664397.
- Will swap Casio TV-470 ultra compact 2" TV for Game Gear and games. Must be in good condition. Tel: Steve (0272) 834049.
- Can someone please sort me out with *Star Wars* (SNES). Swap for *Tiny Toon Adventures* (UK/US). Tel: (0903) 237804.
- Aliens, models, comics, graphic novels, posters, videos. Sell for £80 ono or swap for three good SNES games. Buyer collects. Tel: (0428) 722539.
- I will swap my *Street Fighter II* or *Mario Kart* for your *Tiny Toons* or *Star Wars*. Games in very good condition. Tel: Nathan (0978) 854657, after 4pm.
- Swap *Super Mario Kart* (UK) for *Mickey Mouse* (UK), *SFII* (UK) for *Starfox* (US), *Zelda III* (UK) for *Tiny Toons* (UK). Must be boxed with instructions. Good condition. Tel: (0501) 31813.
- *Mickey's Magical Quest* and *Final Fight* wanted. Phone for details of games, eg *Tiny Toons* (UK), *Super Star Wars* (UK), *Lemmings* (US). Tel: (0384) 637600.
- Swap my SN Pro Pad for Angler control pad (SNES). Must be in good condition. (Battersea.) Tel: Khalad (071) 924 1336.
- Swap my *Super Tennis* (UK) for your *Cybernator* or *NHLPA Hockey* or *John Madden '93* (US/UK), or sell for £25. Tel: (0532) 822437.
- I want to swap my *Super Soccer* (UK) for *F1 Exhaust Heat* or *Sim City*. Near Gravesend or Dartford. Tel: (0474) 564886.
- Swap my *Mario IV* (UK) for your *Super Probotector*, *UN Squadron* (UK) or *Pugsley's Scavenger Hunt*. Tel: (0602) 224012.
- Swap my *Techmo Super NBA* or *Final Fight* (Jap), for *Legend Of The Mystical Ninja* (US), or sell for £35 + £25 respectively. Tel: (0270) 67468.
- Swap UK *Pilotwings* (boxed) for *Street Fighter II* (boxed). South West London only. Can come and collect. Tel: Nick (081) 540 9821, after 4.30pm.
- *SFII*, swap for *Super Star Wars*. Also *Mario IV* and *Castlevania IV*, swap for *Parodius* and *Prince Of Persia*. Must be UK versions. Tel: Swindon) 813091.
- SNES and Super Famicom games for swap. I have *Star Wars*, *Street Fighter II*, *Axelay* and others. Will swap for any good games. Tel: (0480) 467717.
- I will swap *Bart's Nightmare* and *Addams Family* (UK) for *Turtles IV*, *Mickey's Magical Quest* or *Lemmings*, or £35 each, two for £60. Tel: (0244) 378459.
- I will swap my Sega Mega Drive and four top games and my Atari Lynx and five top games. Swap both for your Amiga 500/600/1200. Tel: (0384) 877357.
- I will swap *Road Riot* for any SNES game, but not *R-Type* or *Mario Land*. Please hurry! Box, inst, one week old. Tel: (081) 697 2795.

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(SUPER PLAY 11)

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SUBSCRI

Or the tiger gets smothered in love!

(Er, some mistake, surely?)

The plan was simple. We'd come up with this cute, wide-eyed tiger, Neko. And then we'd slowly torture him – unless you subscribed to *Super Play*, that is. But this month it all went horribly wrong. Seems we made Neko *too* cute – Lisa couldn't stand it any longer and grabbed him, hugged him, and refused to let go. So much for our devious plan. But no! What's this? Can it be that Neko's turning away in disgust? Yes, by pure luck, this month's treatment revolts Neko more than anything else we could have planned for him!

SEPTEMBER 1993 ISSUE 11

INDEPENDENT SUPER NINTENDO MAGAZINE
SUPER PLAY

As if saving Neko from Lisa isn't incentive enough, here're two more reasons to subscribe to *Super Play*.

1 You get 12 issues of the world's best SNES mag brought straight to your door. Each one is packed with the hottest news and the most authoritative reviews, plus *the* best tips and in-depth features available to SNES owners!

2 You get the once-in-a-lifetime opportunity to buy the brilliant *Jimmy Connors' Pro Tennis Tour* – we gave it 88% in *SP5* – for the incredible, bargain giveaway price of £19.99. Yes, you read that right – that's £25 less than you'd pay for it in the shops!

BE!

BACK ISSUES

ISSUE 1

The first ever issue! Featuring a complete guide to the Super NES, games like *Super Mario Kart* and *Bart's Nightmare*, and a free pin badge!

ISSUE 2

Even bigger and even better, with a giant feature on baseball games, tons on *Zelda III*, a Japanese show report, player's guides and more!

ISSUE 3

A free poster, a massive CD ROM feature, a huge *Super Mario World* guide, a review of *Mickey's Magical Quest*, but – oh no! Sold out!

ISSUE 4

Loads about special chips in game carts, plus *Super Star Wars*, *Human Grand Prix*, tips to *Actraiser* and *Another World* and much, much more!

ISSUE 5

Boasts a giant CES report, a four-player adaptor feature, reviews of *Assault Suits Valken* and *Tiny Toons*, a *Desert Strike* guide and – yes! – more!

ISSUE 6

The fab *Starfox* previewed, Japanese comics revealed, a giant *Starfox* poster and the best *Street Fighter II* tips yet!

ISSUE 7

Loads on RPGs, lots on *Starfox*, joysticks and pads, *Pugsley's Scavenger Hunt* reviewed, a *Mickey Mouse* guide and more!

ISSUE 8

Behind the scenes with Bullfrog, *Nigel Mansell* and a driving game special, *Pop'n Twinbee* and a massive *Starfox* guide.

ISSUE 9

SFII Turbo previewed, reviews of *Super Bomberman* and *Alien*³, game music CDs and a guide to *Pugsley's Scavenger Hunt*. Cor!

ISSUE 10

Giant report on all the new games from the CES, plus *Final Fight II*, *Striker*, *Shadowrun* and fixing your SNES, the easy way!

It's disgusting, letting Lisa cuddle poor Neko like that! To make sure she gets her paws off him, here's my subscription order.

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NEXT MONTH

IN SUPER PLAY!

FREE BOOK!

The complete guide to Street Fighter II Turbo!

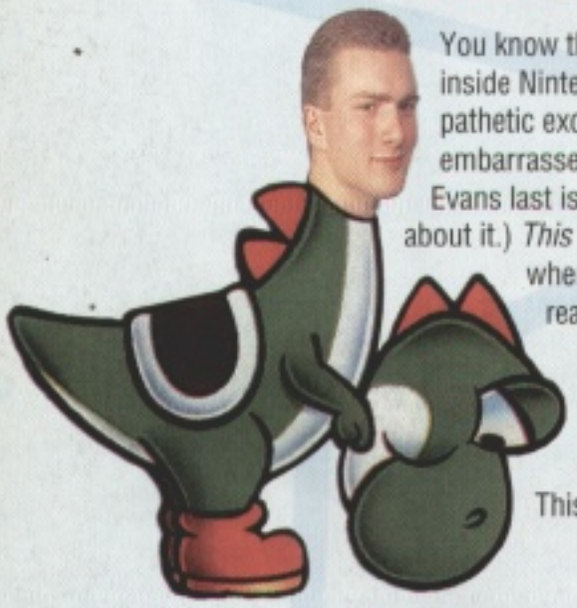
(Think of it as a first birthday present)

Battered by Bison? Vanquished by Vega? Next month learn how to use these guys yourself!

That's right! *Super Play's* been going for a year now, so as a little birthday present from us to you, next month's issue comes with a free gift – a fab, full-colour, 24-page guide to the latest, greatest fighting game ever!

Discover which characters are stronger, and which have been toned down. Find out what the boss characters are like to control, and how to get the most out of them! Learn how to do the new character moves, and how to defeat them! There's more to *Turbo* than meets the eye, and we reveal it all next issue! This book really is hot stuff – don't miss it.

JAPANESE GAMES – The Inside Story



You know the story. Our agent fails to get inside Nintendo's HQ, we come up with a pathetic excuse, and start again. (We're embarrassed at what happened to Peter Evans last issue, and don't want to talk about it.) *This* time, though, we know where we've gone wrong. (No, really.) What we've been doing is sneaking strangers in, forgetting that they'd never suspect one of their own. Hence our new agent (left). This time we're in for sure...

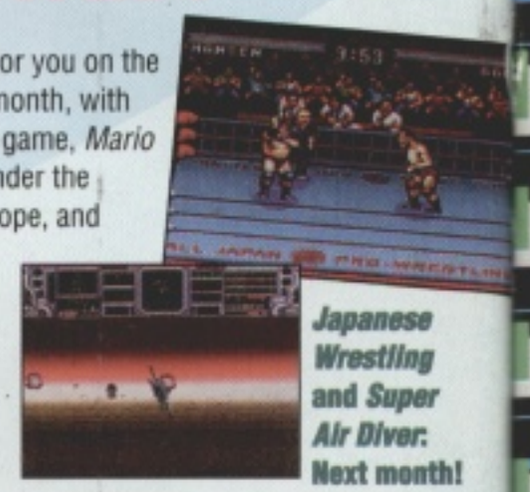
SPEED THRILLS!

How come most SNES games run slower on the UK machine, yet some get round it? How come a good time on the Japanese version of *Mario Kart* bears no relation to a good time on the UK model – or does it? And how come nobody's examined all this yet? In the next issue we take a close look at game times, revealing what happens on all the different systems – and why.

***Mario Kart*, eh? Next month we show how to get those *really* hot times.**

REVIEWED!

We've a few treats for you on the reviews front next month, with the last stray *Mario* game, *Mario & Wario*, coming under the *Super Play* microscope, and great releases like Asmik's *Super Air Diver*, Interplay's *Lord Of The Rings*, NCS Masiya's excellent-looking *Japanese Pro Wrestling*, possibly Konami's *Monsters/ Zombies Ate My Neighbours*, and (erm...) a number of horse racing games.



***Japanese Wrestling* and *Super Air Diver*. Next month!**

TIPPED!

We're not letting the mammoth *Street Fighter II Turbo* coverage in our free – yes, *free*! – giveaway booklet put us off slipping plenty of tips into the rest of the issue, oh no. Next month's Mode 7 is, in top tipster Dan Jevons' own words, 'the best yet, about twice as good as the tips section this issue (if that's possible!)', and we'll be backing that up with a couple of player's guides too. You need never be stuck on a game again!

AND THIS!

Fantasy Quest takes a look at *Madara 2* and *Seiken 2*, we'll have more on *FX Trax* and the other new Super FX games, we'll talk to the guys at Nintendo helpline, we'll finally get round to doing that Japanese game schools feature (remember that?), and things start to get *really* hot for Neko.

Issue 12 of *Super Play*
(Hey, we've been going for a year now. Did we mention that?)
hits the streets on
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ISSUE 11

SEPTEMBER 1993

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SUPER QUIZ

THE ANSWERS!

Stuck on the Super Quiz from Super Express? Then give your brain a rest, and see what your answers *should* have been...

1) Lenna
2) Maki
3) They're sisters!
4) Monty Mole (though they're not actually the same bloke)
5) Pokey, the funny cactus thing
6) The first ? block releases a mushroom that turns you into Super Mario (of course)
7) *Super Air Diver*
8) *Super Volley II*
9) *Super Chinese World*
10) Here's our best explanation. If you've come up with something better than this (be honest), you can consider yourself to have completed the quiz. If you can't, you haven't. It's that simple. Our explanation: Devious Maki wants Guy for herself, so she sends Guy a message sending him off on a rescue mission of his own (possibly with Cody). However, it is, of course, a wild goose chase. That way, Maki can be with Haggar when they rescue her sister Lenna and dad Genryusai, hoping that Lenna will be so upset that Guy hasn't shown up that she'll dump Guy on the spot. Maki can then try and set Lenna up with brooding outsider Carlos (who has no friendship with Guy, so won't feel bad at stealing his girl), leaving Maki to go and find Guy, tell him that Lenna's gone off with Carlos, and hopefully console him with her own considerable charms

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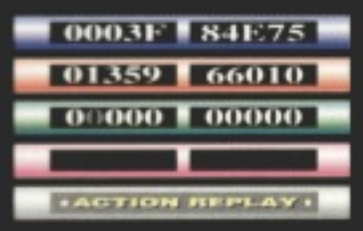

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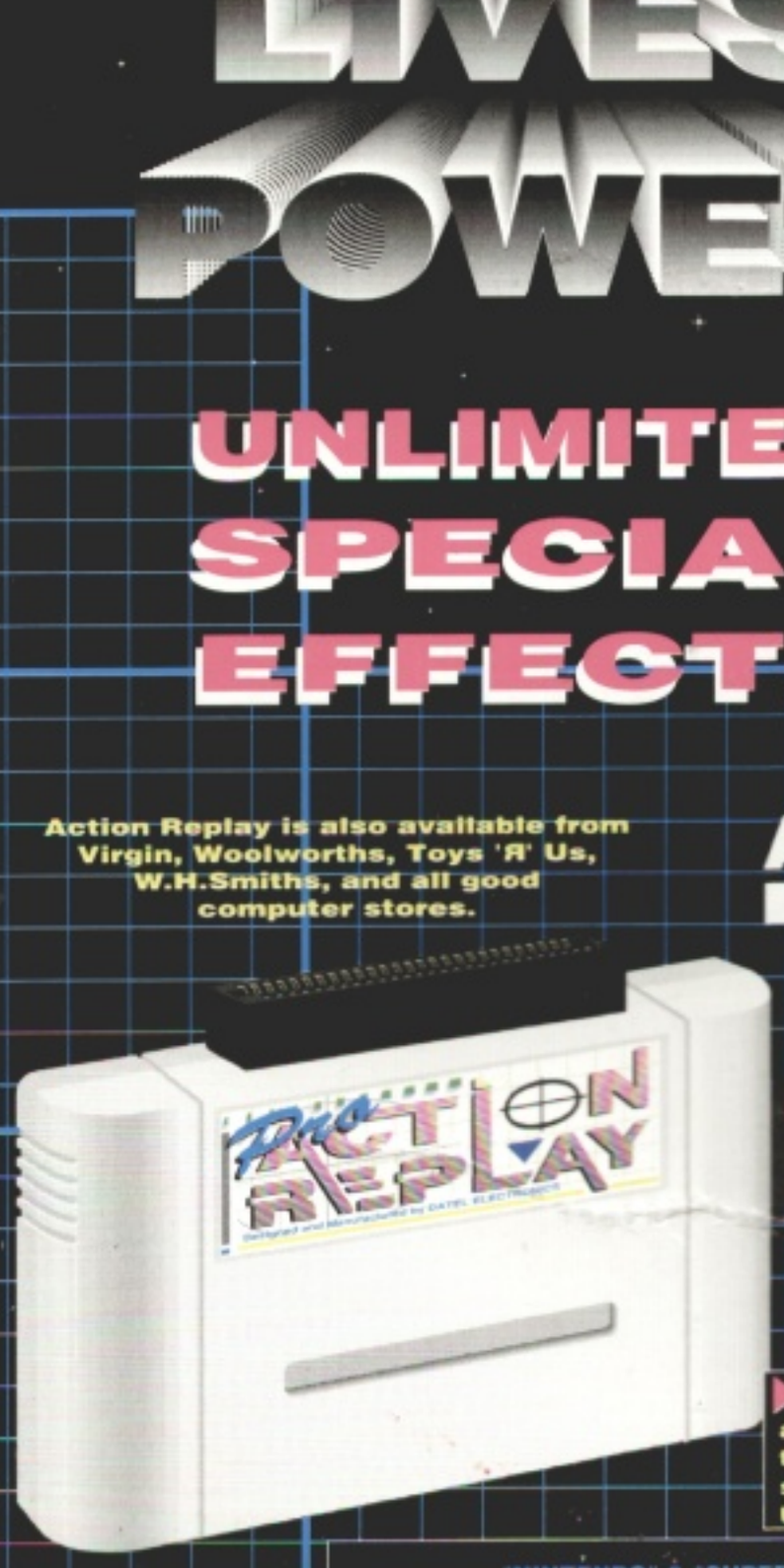

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